WHITE DWARF

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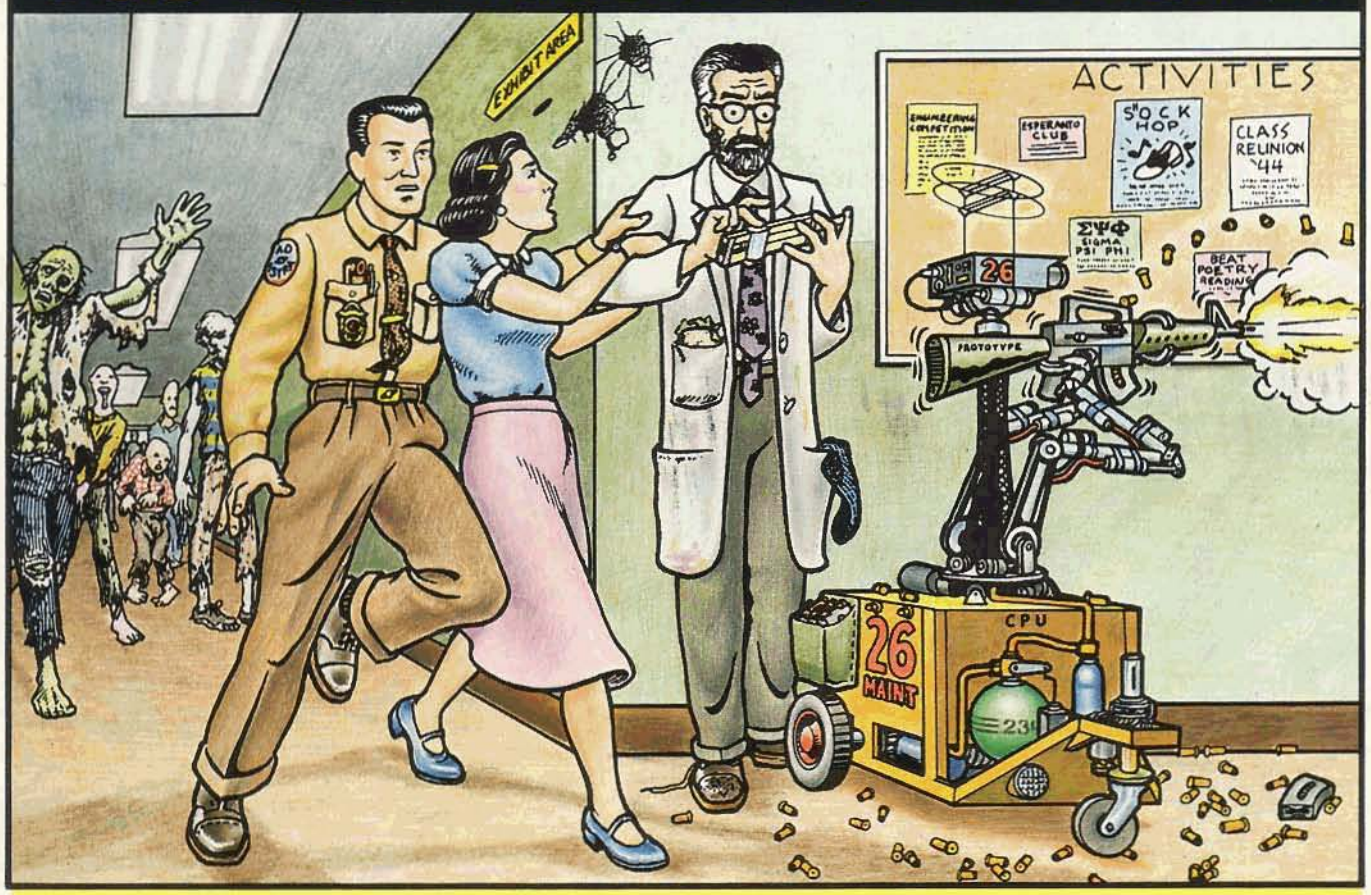

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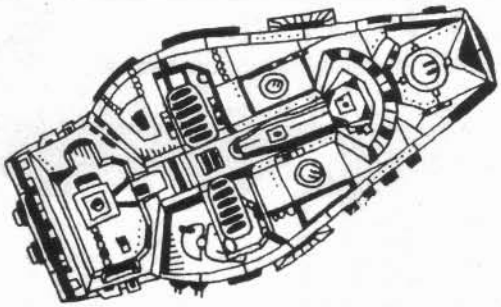

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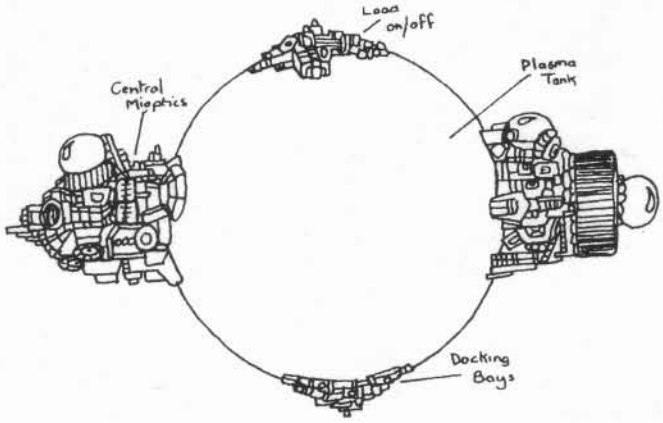

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TYPESETTING: Mary Common
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There can be no doubt about it – you want *White Dwarf* to be published monthly (see page 26 for the results of our questionnaire). Well, that is all well and good, but there is one thing that we do not want to happen as a result – we do not want the standard to drop. Our existing regular contributors already have enough to write as it is and, therefore we need additional contributors.

We would like to hear from anybody wishing to write feature-length articles on *D&D, Traveller, RuneQuest,* etc or SF/F boardgames or SF/F tabletop gaming. Any articles published earn their writers payment as well as fame!

If we find enough hitherto undiscovered talent, we will publish monthly. Watch this known space for further details.

Ian Livingstone

FEATURES

The Dungeon Master's Guide to the Galaxy *Marcus L Rowland* 8
Space Travel in *D&D*

The Dungeon Architect *Roger Musson* 12
Part 2: The Constructed Dungeon

Amber to Red *Neil Cheyne* 17
The Prizewinning *Traveller* Scenario

An Introduction to Dungeons & Dragons *Lewis Pulsipher* 20
Part IV: Fighters and Thieves

Quiz and Questionnaire Results 26
Results of the Creature Quiz and the Readers' Opinion Survey

DEPARTMENTS

Open Box 10
A look at some new games by independent reviewers

Starbase *edited by Bob McWilliams* 14
A selection of Jump drive problems for *Traveller*

Letters 15
Readers' views, questions and comments

Character Conjuring *edited by Andy Slack* 16
Lizardmen as player-characters in *D&D*

Treasure Chest *edited by Andy Slack* 22
Readers' ideas for *D&D*

Fiend Factory *edited by Albie Fiore* 24
Tribal monsters in *Dire Tribes*

News 27
What's happening in science fiction and fantasy gaming

Clubs, Help! and Classifieds 28
Readers' information section

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The DM's Guide to the Galaxy

SPACE TRAVEL IN AD&D

by Marcus L Rowland

One area of adventure that has received little attention in normal *AD&D* is that of space travel. Suggestions for space travel rules in the past have been by incorporation of ideas from heavily technological role-playing games, yet there is no reason for this.

Given a universe different enough that spells and psionic powers can be reliably controlled, there is no necessity for natural laws to follow those of our own cosmos. As an example, consider a universe where the force of gravity could obey an inverse cube law instead of the familiar inverse square relationship.

Since the force of gravity decreases much more rapidly with distance than in our own universe, planets with axial rotation will then resemble flattened discs with sharp edges, where centrifugal forces gradually spill the atmosphere into space at the equator, see below. Most of the gas released will circulate through space towards the planetary poles but enough will reach escape velocity to allow a constant wind of air to form behind the planet. Enough atmosphere may be lost form planets and the sun to give space a thin but breathable atmosphere.

Since the gravity at the equator must necessarily be low, larger birds and creatures such as dragons would have little difficulty in achieving interplanetary flight. It's easy to construct a non-magical transport system. Take a light but strongly built ship, and sail to the equator (hereafter known as the 'Edge of the World'). Use a large kite and lots of *really* strong cord to catch the interplanetary wind, and then release the ship's rigging as a larger kite guided by the first and hauling some extremely strong rope tied to the bows. If the lengths of rope are correct the ship should thus be yanked into space and literally sail off the Edge of the World. The crew then haul in the sails for better control and the navigator lays in his course for the target planet. As the ship reaches its goal a few months later the rigging is deployed to form a hang glider, which allows a soft landing. (Fig i).

Risks are fairly obvious. The wind may blow towards the sun before reaching the destination. The ship could be becalmed, or enter a zone of toxic gas. Random encounters with dragons, rocs, and unknown monsters could add interest to an otherwise boring hourney.

Combat in such an environment uses the system for aerial encounters found in the *AD&D DM's Guide,* with the ship's manoeuvrability being a turn of 10° per round to a maximum of 30° from the prevailing wind direction. The strength of the hull will be 1-6 points less than that of a corresponding waterborne ship, with fires doing 25-50% more damage (see Waterborne Adventure, *DM's Guide).*

The course would be influenced by the wind and by gravit-

ational forces, and the crew would not necessarily experience free-fall conditions unless the ship became becalmed.

Supplies might present a problem, and failing the capture of birds and ice meteors it would be a good idea to carry a cleric able to *create food and water.*

Interstellar journeys pose more serious problems since transit times would be decades instead of months and there might be too little air for breathing. One possibility is to set course, commit suicide, and wait for the ship to be boarded at the destination by a cleric able to *resurrect* the bodies. This assumes a civilised planet at destination, and is not the safest way to travel.

A similar technique for more normal universes uses the ether winds as its propulsive force. The sails and kites used for this are made of 'Ether Silk', a substance existing on the prime material and ethereal planes simultaneously. It must be manufactured by a team of alchemists and high-level magic-users on planets outside the intense gravity field of the sun, but might of course be purchased from traders of more technological civilisations. An ether ship needs an airtight hull and airtight armour for its riggers. The sails cost 50,000 gp for a small vessel, and in even the most uneventful trip suffer 10-40% damage. Travel times will be weeks for interplanetary journeys but only months for star travel, since the ether wind travels much faster than light between systems. All trips are made under constant acceleration and deceleration, with forces of several g experienced on leaving and entering atmosphere and around lightspeed.

Another natural law violated by magic is conservation of energy. If we assume a universe where this law can be broken, but otherwise much like our own, an obvious possibility is a gravity insulator such as H G Wells' Cavorite.

A ship using this material would consist of an airtight hull (eg tarred wood and layers of canvas) with a series of tracks around which can be drawn blinds made of the gravity-insulator. The crew draw all the blinds, so that the ship is hurled into space, then open the blinds that point towards the destination, so that gravity from the target planet pulls the ship.

Obviously such a material would be very expensive (I suggest about 500 gp/square foot) and its construction would need many high level spells. However, it is reusable. Ships resemble spheres with flattened facets (Fig ii).

Journey time would be days or weeks, depending on the gravity fields involved, distance, and course. In many cases it would be possible to use the gravity of a large planet or sun to give high speed then alter course to the destination. Air supply would be the principal factor in the feasibility of trips, and a greenhouse lit by a *continual light* spell might be the best solution.

For interstellar journeys this method has obvious advantages, since there seems to be nothing stopping a ship from approaching lightspeed, and a ship could pass through Black Holes unscathed. This gives a fairly simple method of interdimensional travel.

Combat might pose problems since alterations of course would be extremely rapid. Probably the only effective method would be a devastating surprise attack at extreme speed, damaging some or all of the insulator blinds at first strike. A simple way of achieving this is to take an opposing or converging course at high velocity, drop a large number of rocks or lead balls, then alter course to avoid collision. Some means of locating the enemy such as *clairvoyance* is of course necessary.

In this article I've only given three straightforward examples of altered natural law, but of course there are many more possibilities.

Little of the foregoing can make much sense without the *AD&D DM's Guide* and *Players' Handbook.* Other books that might be useful include *The First Men In The Moon* by H G Wells which, describes Cavorite, and *Star Winds* by Barrington J Bayley which describes ether ships.

Here are ship specification for a small merchant craft:

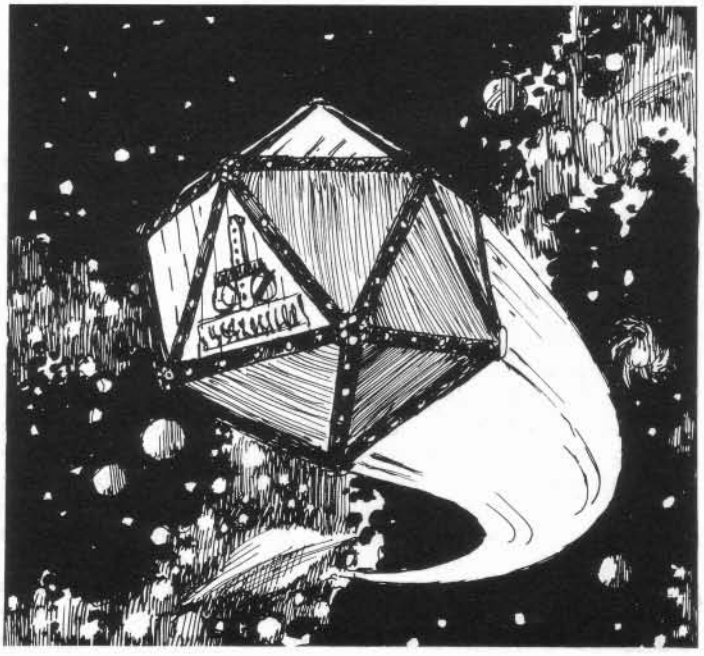
	Windjammer	*Ether Silk*	*Gravity Insulator*
Type of Ship			
Cost(Equipped)*:	23,000	100,000	600,000
Running costs*:	Sails; 3,000 gp for 2-5 trips	Sails; 50,000 gp, 10-40% Damage/ trip	None
Crew:	15-20, mostly semi-skilled	25-35, mostly semi-skilled	3-7, mostly skilled officers
Cargo Capacity:	3-5 tons	3-5 tons	Unlimited weight, limited room
Size:	Length 35-45' Width 10-15'	Length 50-60' Width 15-20'	25' Diameter icosahedron
Hull Strength:	5-30(1)	20-40(2)	4-40(3)

* Cost equipped includes initial sets of sails, Cavorite blinds, etc., plus necessary accessories such as airtight armour. Running costs do not include unusual damage, ship's stores and supplies, and wages.

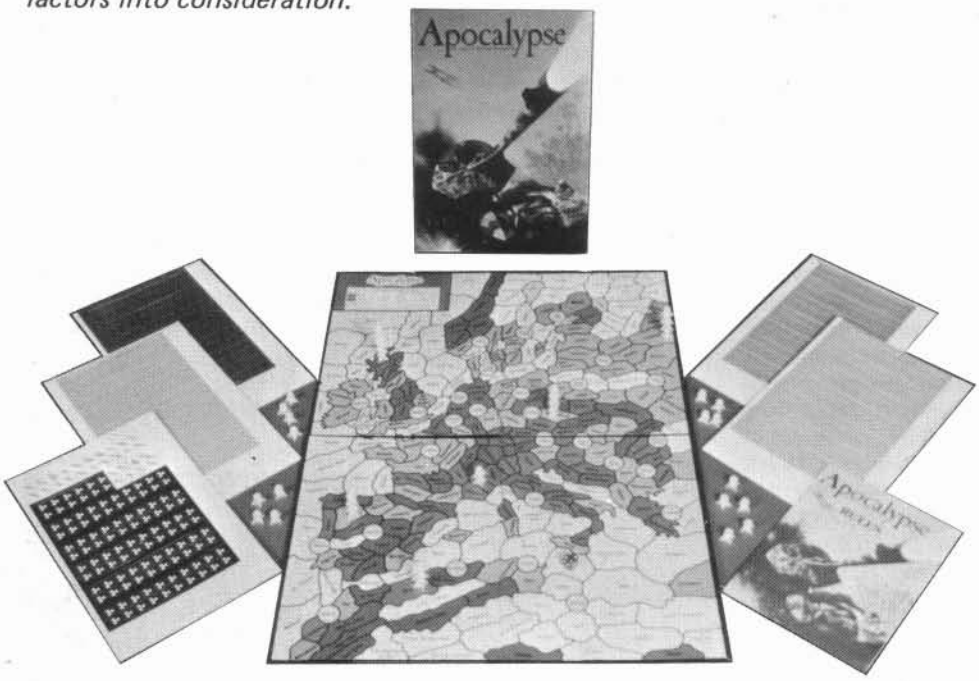
1. There is a 50% chance that damage will be to sails etc. on windjammers.
2. There is a 70% chance that damage will be to sails etc. on ether ships.
3. Extended gravity insulator panels can take only 1 point of structural damage before shattering, and if the ship is damaged in any given area such unrolled blinds will take the first impact.

Fig i

Fig ii



Open Box examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews are written by independent authorities who also give the product an overall rating on a 1--10 scale, taking all factors into consideration.



APOCALYPSE

GAMES WORKSHOP - £6.95

Apocalypse (formerly *The Warlord*) is a game for 2-4 players, each of whom takes the part of a warlord in Europe at a time when civilisation is in chaos and humanity is divided into many small empires. Each controls several of these empires, and strives to strengthen and unite them, then eliminate his rivals using strategy, diplomacy, and nuclear missiles.

The game consists of a board divided into irregular areas, 560 army counters in four colours, radioactive counters to mark devastated areas, interlocking missile units to represent the stages of nuclear missiles, 28 city counters, and a die for resolving combat.

City counters are shuffled and dealt to the players to start the game; by this means each player is given control of several areas at the beginning. Thereafter, each turn proceeds as follows:

First, if a player owns any missiles, he may blow any of them up. The number of stages a missile has determines its range; a 4 stage missile can be exploded in any area up to four areas distant from its launch site, and so on. When a missile is exploded on an area, all armies in that area and any adjacent areas are removed from play, and a radioactive marker is placed on the area where the missile exploded. Areas so marked can only be entered if you are reconstructing them, which restores them to non-radioactive status, but a player may not explode missiles or attack while reconstructing. The idea is to kill opponents' armies and then occupy the areas yourself without combat.

Second, extra armies are raised. the number of new armies each empire acquires depends on the number and type of areas under its control (defined as areas in which it has at least one army counter). These new armies may be placed anywhere within the raising empire.

Third, movement and combat take place. Stacks of armies may be moved from the area they are in to any adjacent one, but at least one counter must remain in the area which they leave. Combat is resolved in a unique way with the die; the attacker secretly chooses a number representing the number of armies he will attack with, and the defender guesses what that number is. If the defender is correct, the attacker loses that number of armies; if the defender is wrong, one of his own armies is removed. This may continue until the defender has no more armies left in that area, in which case the attacker occupies it with the same number of armies or the number selected on the die. Armies may attack into adjacent areas only; terrain type affects the number which may be chosen. A player can continue moving and attacking as long as he desires, provided he leaves one army of each moving stack in each area passed through to occupy it and has armies left to conduct attacks.

Each time a player successfully attacks an opponent, causing one of his armies to be removed, he gains a stage of a missile. This may be used to 'start growing' a new missile or to increase the range of one already in existence.

The combat system at first seems to be all luck, but in fact the probability of success depends on how heavily you outnumber your opponent. I have heard *Apocalypse* called *'Risk* with missiles', but anyone who says this can't have played the game frequently—once familiar with it, many 'obvious' tactics become less obvious and diplomacy, bluff and double-bluff play a much larger role.

Apocalypse is a superb game and I would award it a 10 unhesitatingly, except that many games take a long time to finish.

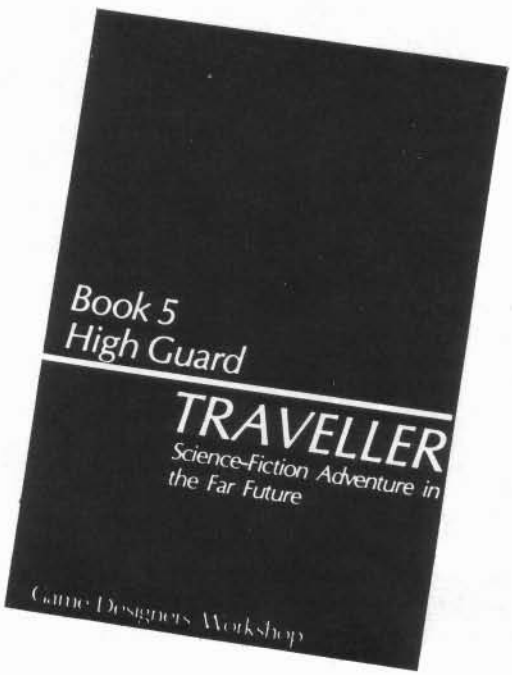
Overall: 9 **John Olsen**

HIGH GUARD (Second Edition), TRAVELLER BOOK FIVE

Games Designers' Workshop — £2.95

This booklet is not a new expansion of *Traveller* but a replacement of the first *High Guard,* dealing with space navies and large scale starship combat. The character generation rules of the new edition are identical to those of the old, starship design and combat receive a complete overhaul.

The main thrust is to improve the



combat system. This is well done, simplifying the play sequence and grading weapons more 'realistically' into batteries. I also liked the section on small craft design, useful to small scale adventures.

Combat is still handled in the same abstract way which makes it suitable for large campaigns as well as small adventures. I would have liked more detail about the effects of combat results on individual characters and also more detail in combat to allow for tabletop battles. Perhaps a set of tabletop rules will be released in the future?

The only criticism I have of this booklet is that it had to be brought out at all. In future I hope *GDW* will get it right first time.

This booklet is well worth buying if your *Traveller* adventures are strongly centred around starships and space combat. Even if you prefer to keep your feet on a planet this booklet could be useful for running an interstellar war independent of *Traveller* and role-playing. Owners of *High Guard* one can find all the new material in issues six, seven and eight of the *Travellers' Journal*.

Overall: 9 **Robert McMahon**

DUNGEON MODULE S3
Expedition to the Barrier Peaks
TSR – £4.95

Expedition to the Barrier Peaks is a new *AD&D* module from *TSR*, and although set in the *World of Greyhawk* it is a single expedition for characters outside the normal campaign.

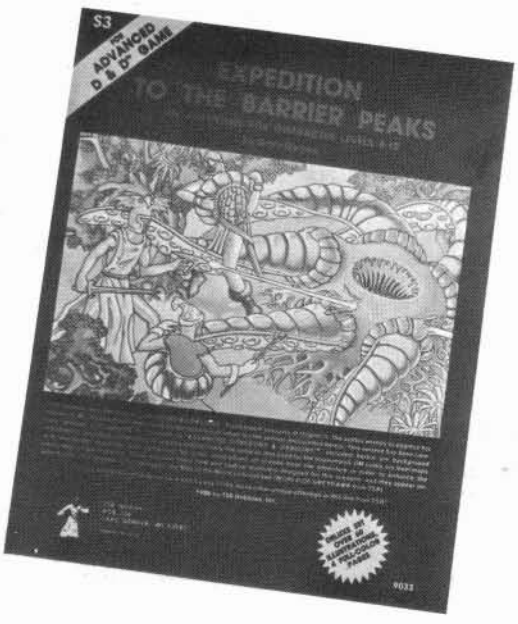
The objective is the destruction of the source of strange creatures devastating the countryside around the Barrier Peaks.

An A4 book of 32 pages describes the environment in detail, with a cover that reveals the secret of the creatures. This includes some charts and procedures useful for more normal play. As well, there's a book of illustrations to show to players. (Pictures 45-64 are referenced 44-63 in the text.) Finally, there are six well set-out maps printed on sheets of cardboard. Maps II to IV are printed on both sides of one sheet, making it impossible to use them as a DM's shield.

I'd recommend at least a week's study before trying to run the module. The module is designed for experienced players forming a party of 15 characters of average level 7, with 40 magic items.

Minor objections aside, I found the module very enjoyable with ideas and creatures eminently suitable for wider use.

Overall: 9 **Marcus L Rowland**



KNIGHTS OF CAMELOT
TSR – £7.50

RPGs, I must warn you at the outset of this review, strike me as the most simplistic, inane and mundane games on the market. Their only advantage, and frankly it's not often used, is that *you* the gamer can inject your cunning into the game and lift it to a much higher plane and into the true clash of wills that gaming should, in my opinion, be. For this reason I may be a little too willing to applaud this game, when standards are low the one-eyed game is king (or something). This is, all this notwithstanding, a pleasing design with full rules, a helpful set of counters, and a belief that you (the player-knight) should actually experience the world of the Morte d'Arthur in its full glory rather than a cokamamie semi-Tolkienesque world. I felt it succeeded admirably in its task, it was enjoyable, easy-to-play and had some neat design work.

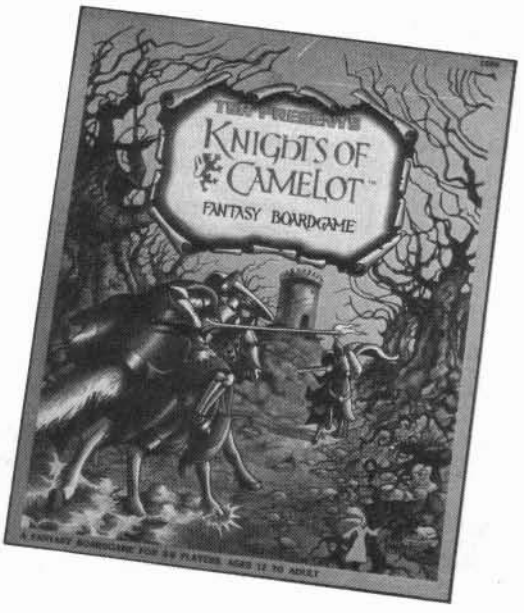
The game's limiting factor is that essentially all encounters, adventures, fates, tricks, messages, reactions etc etc are determined by a set of probability tables (with the normal distribution, two-dice system), so that you will find the game gets samey after quite a few plays, but the designers have provided lots of these tables so this may not be a great problem. It should, of course, be possible to have one player act the part of Arthur/DM and oblige the Knights to face tasks designed by the DM's evil mind rather than the tables, whatever you will find the rules and tables provided give a lot of flavour and interest for some time.

The Knight has all the choices open to a normal paladin, but the main rule mechanism deserves mention (and applause) because it's damned neat and well worth thieving. As our knight gallops around hacking up people he gains Chivalry Points, but the designers, knowing that all power corrupts, rule that the important feature is the Knight's Virtue Level which is his Chivalry Points divided by his Virtue Points. So a Knight who grows mighty without caring for his immortal soul, or remembering the Poor and the Church of God, will find his Virtue Level getting bigger (whereas in this game the First shall be Last, and a low Virtue Level is what you want). A Knight who does well in combat but has his honour doubted can soon find himself foully evil. My brother Gilbert had a VL of 56 at one point (pretty near the Anti-Christ methinks). The Knight must therefore judiciously mix in adventures that increase Virtue Points. He will undertake penances, for example, or go on pilgrimages. In one simple rule the designers have obliged to cease the mindless slaughter of most games and to actually play the role of that strange creature the 'parfait gentil Knight'.

The rest of the rules will surprise no-one. There are plentiful supplies of knights from the old idylls, the many ladies and kings also appear. You fight ogres, dragons, bandits, pursue the Questing Beast and can even seek the Holy Grail (if you can stand the tedious Monty Python jokes that ensue). Knights go mad, fight tournaments, hold castles, serve ladies. 'Tis all passing fine indeed, to be a king and ride in splendour through Persepolis.

The map is, perhaps, a little unexciting and rather small, and hence rather featureless. Although I think the game is much better than *King Arthur's Knights (Chaosium)* the maps could well be swapped. If you wanted to design you own scenarios, a better map would certainly help. This is a minor point however, it is otherwise a well-designed game that succeeds at all it essays. Players may find they cannot complete it in one sitting, but there is no problem in returning to the game, whose aim is, I should mention, to become one of the Arthur Knights (sic) of whom legend speaks which implies great virtue, mighty feats of arms, and a good slice of luck.

Overall: 7 **Charles Vasey**



THE DUNGEON ARCHITECT Part 2

THE CONSTRUCTED DUNGEON

by Roger Musson

Being a Dungeon-Master isn't all cakes and ale. There's lots of fun in running a dungeon, but a lot of drudgery in creating it. This task has three stages: First, planning the overall campaign, which I discussed in Part I. This isn't drudgery; one gets the fun of writing fantasy without having to worry about structure, dialogue, or grammar. Stage two (drawing the maps up) isn't too onerous, and is our topic in this part of the article. Populating the rooms is the real chore; we'll leave that to Part III. So let us address ourselves to rooms, corridors, and traps.

To the beginner, the first response to the immense task of preparing a dungeon may be to buy a ready-made module. This has several disadvantages, not the least being that it is harder to run someone else's dungeons than one which you designed and are intimately familiar with.

So there you are, with graph paper and pen, ready to start drawing. The first problem is size. If a dungeon is to stand up to repeated expeditions, how large should each level be? I prefer to err on the side of too large than too small, for two reasons. Firstly, there is a danger of levels becoming exhausted of treasure before parties become strong enough to move down. Secondly, it's more fun getting people lost in large levels. The disadvantage of big levels is that they take longer to populate. 200 rooms a level is a good number, less below fourth. If you do make a level too small, design an extension to the main level which is connected via a secret door. If the party doesn't detect secret doors very well, their attention can subtly be drawn to it by having a wandering monster enter or exit that way.

ARCHITECTURAL FEATURES

Verticals

You have three dimensions at your disposal, not two; don't stint on number three. A simple symbol code will take care of difficulties. Staircases between levels, yes, everyone has those, but there is scope for corridors that go up and down by steps, slopes and ladders, or sheer drops while staying on the one level. If we assume a vertical difference of 40' between dungeon levels, that still gives you easily 20' to play around with, without overlaps. Rooms can have tiers, galleries or pits, sloping floors. Thieves have climbing abilities which are wasted if everything is at floor level. Have high-up nooks with no easy access. Have passages that start just below the ceiling of a room, leading to a monster lair which only those who can climb up to the passage will be able to attack. Extend things downwards as well. Trapdoors leading to secret passages are great fun; these can run underneath the level to otherwise inaccessible rooms. Some may be burrows that connect up different levesl; they may also be inhabited by whatever creature made them.

Have large features that link up several levels; a huge circular hall, the floor of which is at fourth level, but whose ceiling goes through third to second level. Galleries will go round the walls at third and second level, and a staircase might spiral down the walls connecting all three levels. Think big — don't make all your rooms square broom cupboards.

Use of the vertical can make players suspicious and therefore jumpy. If players reach a corridor junction at which the ceiling gives way to a shaft ascending up into blackness, they may well be wary of things dropping down from the unseen heights. Or imagine a corridor 15' wide where the 5' section either side ascends by steps to run 10' higher than the central section. Might not players be leery about walking down the middle, perhaps with good reason? Or are the side-sections dangerous? Or both? Or neither?

Rapid Transit

It is easy to think all dungeon features hostile, but some help occasionally. Imagine that after a year of play, the top three levels have been wrecked, and your players are concentrating on a distant part of fourth level. The first minutes of each trip are going to be following the same long route to get to the section of interest. Eventually players will start adventures with: "We go to where we started off last trip — that room that had the wights in. Do we get there?" You either sit there for a couple of minutes doing wandering monster checks, and then describe where they meet something, if they do, ("Well, in that case we hide until it goes away and then continue.") or you insist that they repeat the route before you grant that they have arrive. The latter is petty. Build in a teleport system that circumvents the whole issue, one terminal just inside the entrance, and others interspersed evenly about the dungeon, say, four to a level. This allows the players to get quickly to where the action is. And back, for that matter.

This encourages good play, as it aids planned adventuring. One of the most effective forms works as follows: the party first makes a trip, taking defensive spells, avoiding combat wherever possible, to note down potential targets in detail. When a promising target has been found, the party leaves, and plans a course of action. Then, laden with appropriate offensive spells, the party moves in directly to the target, hits it hard, and whisks the treasure out via the teleport.

Of course, even the best-made teleport system fail at times.

Special Areas

These can be temporary or permanent, marked or unmarked, as you prefer — things like zones of magical sterility, zones of silence or darkness; areas subject to queer noises, gusts of wind, or what have you. Take care what you put in special areas — a creature only vulnerable to magic in a zone of magical sterility is awkward indeed.

VINDICTIVE FEATURES

Traps

I mean by "trap" an automatic device designed to harm. These most often occur in rooms, and in rooms anything goes; anyone who walks up to an unguarded chest without taking any precautions deserves what's coming to him. But traps can liven up corridors as well, though traps in corridors should be relatively harmless, or look suspicious. Rather than a pit trap that sends characters down into boiling acid, have a pit trap that sends people down merely into an empty pit, causing no more than bruises.

The rest of this section is devoted to the fine art of getting players lost; a neglected aspect, but great fun. So often have I seen this proved: one or two people doing most of the talking, some at the back drifting off to sleep. Then come the anguished tones of the map-maker: "I don't know where we are."; suddenly the heads go up, muscles tense and every ear is cocked.

It is worthwhile considering ways to get people lost.

Geometry

The most satisfying way is to let players get themselves lost. This can be encouraged by designing the dungeon so that it is hard to map accurately. Hence I cite geometry as my second vindictive feature.

Simple rectangular grids are the easiest to map. You should not bank on being able to lose players by chasing them with a wandering monster; they will just take every right turn that presents itself, with the aim of coming a complete circle, retracing footsteps from memory, and throwing the pursuer off the trail by taking as many turns as possible.

Variety

This is an obvious point. It makes things more interesting if your dungeon is not so constructed that any one section closely resembles any other. Some parts might have predominantly narrow passages, others, wide passages. Some might be rectilinear, others a tangle of curving passages. Sections might have heavy concentrations of any architectural feature, for instance, redundant stairways that go up 10' and then down again. These constructional areas might be dominated by one sort of creature, as well. There are two reactions that players may have, depending on circumstances. Curiosity may be evoked on first encountering a distinctive area. Or if a lost party chances upon part of a section they have been in before, they may recognise that they are near familiar ground. (Of course, it may be a section that duplicates one they know.)

Sublevels are an interesting way of providing variety: small, virtually self-contained sections either between levels, or beyond the edge of a main level. These can make a convenient adventure; after a recce trip a party may decide to clear out a sublevel. One idea is to put a sublevel at considerable distance from the parent dungeon; make it accessible only from a single featureless corridor, say, half a mile long. By the time the players get to it, they will fear having descended a level, even if the passage doesn't slope. But they will get to it, for curiosity as to what might be at the other end.

Corridors

There's no reason why corridors shouldn't be made interesting as well as rooms. They might have alcoves with statues in, bits of interesting junk, or even be a chest or two as well. Certain corridor walls may have patches of slime on. Corridors can be decorated. They may broaden into squares, they may enter squares under decorative arches. Organised beasties may take possession of corridors near their lair, barricade them, and man the barricades. One shouldn't think corridors are purely a means of getting from one room to another.

Windows

One small feature is the use of windows, which allow a party to look into a room from the corridor, or from another room. For instance, the party may spot a small, heavily barred window in a passage wall. Looking through, they see an empty room with gold and gems scattered on the floor. However, there is no door in the wall, so to get in they have to search for the way in round the other side. They they find that the only way in is through another room guarded by owlbears. Of course, if the party find a way of getting the gems out through the window grill, then good luck to them.

Water

Water is another feature that can add character. Small pools are common, but streams or canals can be used in various ways. Some rooms might

only be accessible from waterways that replace corridors in the wetter parts of the dungeon. There are lots of different water monsters, and water-related magic; make sure there's opportunity to use it. However, it would be a brave party that trusted a boat that floated downstream with the current, down tunnels. Apart from the risk of waterfalls, a grille across the tunnel that blocked passage would be dangerous if the party had no means of propelling the boat back against the current.

Lakes are another way of introducing water; an island in a subterranean lake makes a good lair for some villain. Furthermore, if no boat is provided, only members of the party with flying, water-walking, or swimming ability will be able to reach the island.

Crooked and wiggly passages are better for confusing players, but are not effective on their own. A network of wiggly passageways which forms a series of roughly rectangular blocks between every four crossroads, is fairly easy to map taking one block at a time.

Junctions at angles other than 90% and 45% can be effective. A hexagonal lattice is difficult to map if players do not realize the passages are tracing out hexagons. A long corridor that branches off at an angle just less than 90%, but which could be taken for 90%, may also cause confusion. Another device is to take a distinctive arrangement of passages and repeat it, reflect it, rotate it, in different parts of the level.

Finally, long passages that are arcs of circles with constant gentle curvature, are easy to draw with compasses, but the very devil to map properly.

Trapdoors

And here I mean ones that plunge the party not into a pit of spikes, but down a level or two. Then they have to find their way up from an unfamiliar and dangerous level. This can be made harder by putting staircases behind doors. Then the lost party will not find those vital stairs just wandering the corridors; they will have to open doors.

Consider the fact that you are unlikely to get the whole party in one go. If one or two characters fall, what will the rest do? The first reaction may well be to lower a rope and pull the fellow back up to safety. It is no bad idea to build in something to stop this. Failing that, there should be some interesting crises of conscience as to whether to jump in after the victim to help him find his way out.

A nice trick is to put a trap door at the top of an imperceptibly upwards-sloping passage; characters falling through think they have descended, but are still on the same level. This can be made more effective by designing your corridors so that those near the upward end of the trap do not connect directly with those near the downward end.

One-Way Doors

These can appear as normal or secret doors but they allow passage in one direction only. If you use one-way doors, you should design a series of areas which only connect at a few points, some of which should be one-way doors located in such a way that they will ensure that the party is forced to explore for some time before finding a way back to familiar ground.

Portcullis traps work in a similar way, and can be thought of as one-way corridors. (Raised portcullisses are very good for making players nervous.)

I hope Don Turnbull will not mind me revealing that in the Greenlands Dungeon all one-way doors are supplied by the Acme One-Way Door Co., which places its trademark on the back of all its produce. This is a kind way of informing players that they are trapped and of enabling them to distinguish the wrong side of a one-way door from a locked door.

There is another use for one-way doors which I call the "room suite" trap. Players open a door and see a room (with one other door) containing two goblins and a chest. So they barge in, kill the goblins, open the chest and find treasure. They now find that the door they came in by was a one-way door, and that the only way out is through the other door, which leads to another room containing sabre-tooth tigers, umber hulks, and other nasties of a vile description. This is a reversal of the usual sequence of monster-then-treasure. It is extremely dangerous; the party, being cornered, has no option but to fight a creature that it may be neither prepared nor equipped to fight. However, they do have time to work out an effective plan utilising whatever materials they have to hand; there might be something useful in the treasure. This trap provides the DM with a way of forcing players to fight a new monster that they might otherwise run away from.

Vindictive Teleports

These are the uncontrollable sort, that I label as above to distinguish them from functional teleports. (Of course, until players learn how to use functional teleports, these too may act in a vindictive manner.) The usual way of planting them is to make a room a teleport trap, with some illusory treasure in it. The party rushes in to take the treasure, and when it vanishes, they realise they have been conned. The door out now looks on some quite different bit of corridor.

The alternative is teleport doors; these are doors that have teleportative affinities with other doors about the dungeon. Teleport corridors are very similar.

As an example, see the diagram. Teleport doors come into three different groups: First we have the "there-but-not-back" variety. In the diagram, door A/B is the teleport door, C/D the receiving door. The party enters on side A, but the door reveals the vista looking from D to C. The party goes through the door and is now at C. When they return to go home, they open door C/D expecting to see A but find instead D. So they have to find the long way back. Should they reach B, the teleport door, when approached from this side, acts as a normal door. However, there also exists the 'back-but-not-there' sort of door, which is the first type rotated 180%. The party crosses from A to B without trouble, but on the way back via B, the door opens on D. The party must therefore find a way round the door.

The thing is, there is no way for the party to distinguish the two types.

When a door does not open on the prospect they expect, they have no idea whether they were teleported the first time through, and are at C, deep within the dungeon, or whether they are at B, and quite near the exit if they can only find a way round the door.

The third type works in both directions, and will teleport to C, D, or elsewhere when approached from A or B.

Vindictive teleports may send players down levels. There is a trick you can play if your dungeon is in the right situation: This is to build a sublevel *above* first level, and teleport parties up to it. Suspecting they have been sent down a level, the party will search anxiously for staircases up, but find only stairs down, which they will be reluctant to take!

Eppur si Muove . . .

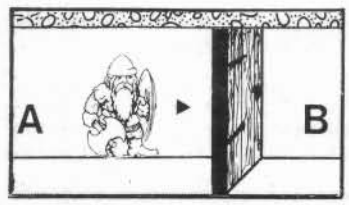
The really heavy vindictive features move whole chunks of the dungeon around. The simplest is the turntable, which gives a crossroads a random spin whenever people go over it. This is good fun until the players twig to what is going on. Then they walk across, check that they've come out in the right place, they haven't; walk back again, check again . . . until they find the corridor they want. Let them find the control that operates the turntable; then they can switch it off. Much the same goes for sliding blocks. Good fun at first, but make sure they can be avoided eventually. If they occupy a strategic position, they become a nuisance.

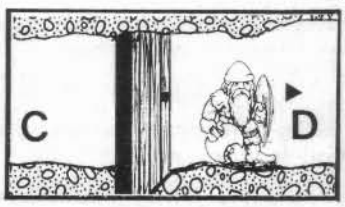
I am not enamoured of sliding blocks, and I think space-distortions are over-rated. Players are usually so cavalier with scale on their maps that it doesn't matter what length you tell them a corridor is; if they think it joins up, they'll join it up. Another nasty I haven't mentioned is the illusory staircase, which looks as if it goes up but goes down, or vice versa. Usually they are only potent if trapped as well. As for the other sort of illusory staircase, which looks like stairs down, but is really an empty stairwell, comments vis a vis trapdoors apply.

Going back to the sliding blocks, one that never gave too much trouble was in a square with four exits, one on each side. In the middle was a large pillar. If a party entered the square, the pillar would move to block off the opening they had come in by. So they couldn't retrace their steps. After the party had left by one of the other exits, the pillar would move to block that off, instead, so they couldn't even get back to the square. After a couple of hours, the pillar would re-set itself.

Finally, the grand revolving dungeon. Why be parsimonious? Have the whole thing rotate! If you make each level basically circular, with exits at regular intervals and all connections between levels planned so that they always match up, then you can spin whole levels independently of one another, to the intense frustration of your players, especially if any of them happen to be engineers.

That concludes Part II. Part III will be concerned with the contents of rooms. ■





Jump Drive Problems

Starbase is a regular department featuring readers' ideas for Traveller.

In *White Dwarf 24,* I asked if any readers had Jump drive problems to augment the few given in Book 2 of the *Traveller* rules. I have selected a few of the best ideas, and these are shown below with comments. Referees should combine those they like into a Jump drive problems table.

Jump Drive Problems – Chance System
by Stephen Cook

There are 6 basic types of Jump drive (roll 1d6 for random encounters):

Die	*Type*	*Cost*	*DM*	*Die*	*Type*	*Cost*	*DM*
1	Scrapheap	-50%	+50	4	Standard	–	–
2	Jerrybuilt	-25%	+25	5	Safe-standard	+15%	-10
3	Substandard	-05%	+05	6	Extra-safe	+50%	-20

Roll 1d100 and add DM if type 1-3. If the modified result is 100+, roll again, adding DM (all types) and the tonnage code from *High Guard* (convert letters to numbers A = 10, B = 11, etc). If the result is 80+ then there is a problem. Repeat this roll, and if the result is 70+ there is a second problem. Continue rolling for additional problems until the result is under 70.

Dice	*Problem*	*Dice*	*Problem*
01-12	Power Surge	65-92	Major Problem
13-24	Power Drop	93-99	Delayed Action Problem
25-36	Directional Error	00	Other
37-64	Minor Problems		

Power Surge: Add 1d6 to intended Jump number. Ship travels this distance in intended direction unless new Jump is 7+, in which case an explosion wrecks (10 x Jump number x tonnage code) tons of ship.

Power Drop: Subtract 1d6 from intended Jump number. Ship Jumps this distance in the intended direction unless the result is 0-, when the fuel required for the intended Jump is wasted and a minor problem (37-64) occurs.

Directional Error: Roll 1d6 for new direction of Jump. The ship travels the intended distance. If the ship's new direction is the one intended, roll again.

Minor Problem: Explosion wrecks 1d6 x 10 x tonnage code tons of ship.

Major Problem: Explosion wrecks 1d6 x 1000 x tonnage code tons of ship.

Delayed Action Problem: Roll again in 1d6 Jumps' time and apply that result then.

Other: Referee's special.

NB: A misjump is a combination of a directional error and a power surge/drop.

Comments: The idea of different standards of drive is good – it gives choice in starship purchase if money is tight or no object; it also gives an alternative to DMs for missed maintenance – drives drop a category.

Stephen has relied heavily on drive explosions – I would use other ideas, perhaps from this column.

A Selection of Jump Drive Problems
by John Roberts

Initiator Failure: The Jump drives fail to start. A repair attempt takes 20 minutes and is successful on a roll of 9+. DMs +1 per level of Mechanical and Electronic skill. If this roll is failed a Starport is needed for repairs, taking 1D days and will cost 1-6000 Cr per day.

Deformed Jump Field: Part of the ship is outside the Jump Field generated by the engines. This part is left in normal space whilst the ship makes the Jump. It is common for small projecting-pieces, eg aerials, to be left behind, causing only minor damage. However, when the Jump Field cuts the hull (very rare) both parts of the bisected ship stay where they were in normal space and are explosively decompressed.

Fuel Flow Blockage: The ship arrives 1D days late. It costs 2,000 Cr to have the fuel system flushed at a Starport to cure the problem.

Jump Stabiliser Fault: The ship is subjected to severe buffeting in Jump space. This causes no damage, but is extremely annoying (lost sleep etc). Roll once per day: 8+ to repair, DMs + 1 per level of Engineering and Electronic skill.

Gravitational Influence: If the ship crosses the gravity well of a star-system it may spend its time in Jump space orbiting that star instead of continuing its journey, and come out of Jump space in that system.

Navigational Interact Malfunction: Information from the computer is mishandled by the drives; the ship comes out of Jump space in a hex adjacent to that intended.

Jump Governor Failure: This is only possible for ships with Jump governors. All the ship's fuel is used in making the Jump. To cure this problem the governor must be replaced (see *High Guard).*

Total Drive Failure: This is the worst breakdown, the ship falling out of Jump space at some point along its route. Major drive overhaul or replacement is required.

Bounce: This only happens to ships with Jump governers. After emerging from Jump space the ship 'bounces' back into Jump space and repeats the Jump, travelling in the same direction until all fuel is used up. If a bounce is likely roll 10+, DMs +1 per level of Pilot skill, to avoid it. Afterwards, governor replacement is advisable.

Comments: Fuel Flow Blockage could cause early Jump exit if severe. Jump Stabiliser Fault, if severe, might trigger a Deformed Jump Field.

Jump Space Relativity
by Bob McWilliams

Book 2 implies that whatever the length of the Jump, occupants of a ship experience a week's time in Jump space. Therefore, this could differ from the time which has passed in the outside Universe, due to a fault in the drive.

Fuel impurities, fuel metering, field formation and lack of maintenance might cause this.

Faults to do with the fuel supply lengthen time spent in Jump space by 1d6 or 2d6 days, depending on the severity of the problem. This may cause component failures elsewhere. In this case, the outside Universe and the ship in Jump space 'agree' that the voyage is unexpectedly long.

Field formation and maintenance faults might lengthen(or shorten) the time spent in Jump space as perceived by the ship's occupants, while the rest of the Universe sees the voyage as taking the expected time. ■

Dear *WD,*

I feel that perhaps Roger Musson has missed out a particularly important point in his article *The Dungeon Architect.* To a large extent it does not matter whether experience is gained slowly or rapidly but it must be possible for a competitive system to build up whereby an intelligent or lucky player may advance faster than the rest.

Winning is not just exiting a dungeon alive, but more alive than your fellow adventurers (perhaps I'm just naturally CE).

Alan Kershaw,
Manchester.

Dear *WD,*

Congratulations on a particularly impressive issue (issue 25). In particular congratulations on part 1 of *The Dungeon Architect* by Roger Musson. For sheer common sense and usefulness, this has all the hallmarks of becoming one of the best series ever published in *White Dwarf.* Long may it continue!

Yours sincerely,
D J Turnbull, Managing Director,
TSR Hobbies (UK) Ltd.

Dear *WD,*

Either Lew Pulsipher has never read the *Silmarillion* or he has forgotten an important point: Gandalf, along with all the other wizards (there were 5 in all), was a Maia spirit, a demigod servant of the Valar. Also, Narya, the elvish Ring of Fire that Gandalf carried, made men brave and resolute but had none of the properties of an *AD&D Ring of Fire* (as far as I am aware). But aside from that minor gripe Lew's article was interesting and made some good points. Now would seem a good time to compliment Roger Musson and (again) Lew Pulsipher for *The Dungeon Architect* and *An Introduction to D&D* respectively, both good articles.

Finally I would like to point out to Andy Slack that, although *Space Opera* doesn't have a special section on it, ideas for scenarios are everywhere; the reference to the *Lensman* series (*SO* Referee's Hint: Get some *Family d'Alembert* books, also by E E 'Doc' Smith.) and *Star Wars,* BRINT and BOSS, the asteroid mining section etc (. . . get *Protector* by Larry Niven). OK, so more initial imagination is required but it also gives more freedom to the referee.

Yours sincerely,
Nick Middleton, Bristol.

Dear *WD,*

Why do crossbows do less damage than ordinary bows in *AD&D?* They were renowned for being better able to pierce armour.

Graham Wren,
Winnipeg, Canada.

—Examination of the missile weapons table on P.38 of the Players' Handbook *reveals that the heavy crossbow is given a larger hit probability bonus than the ordinary bows against all armour classes, while the light crossbow's plusses are equal to those of the best self or composite bows. Further, the heavy crossbow has greater range than any other missile weapon. Thus, the superior penetration of the crossbow is already taken into account.*

Dear *WD,*

When I got *White Dwarf 24* and immediately turned to see what goodies were under *Character Conjuring,* I confess to being a little disgusted at first. Detectives? Who ever heard of detectives in medieval/fantastic cultures?

That was before I sat down and read the whole article. I found it to be well — though, detailed, and more than a little tongue-in-cheek. Some of the new spells were very interesting (especially the escapology ones) and would be worthwhile researching for other cleric or magic-user characters. Most importantly, as far as being believable, the article managed to give detectives a place in *D&D* as the solvers of mysteries and restorers of law and order. It made sense. Congratulations to Marcus Rowland for a new character class worth the trouble to roll up.

If I may suggest a change to the class, it would be to allow only humans, half-elves and halflings to be detectives. Elves are generally too chaotic, and halflings are lawful enough and curious enough to get into the detective spirit.

Sincerely,
Roger E. Moore, Mannheim, Germany.

Dear *WD,*

I would like to add my two-penn'orth to your answer to Jon Gilbert's question about the *silence, 15' radius* spell. I think Jon's confusion may stem from a misunderstanding of the purpose of the spell. Jon says the 'original function' was to quieten noisy parties. That, of course, is a function, but the spell's prime use has always been as an anti-spell device. A great deal of the changes made in the design of the *AD&D* rules were made to make casting spells very much harder. I can assure Jon that the *silence* spell's strengths are quite deliberate.

Incidently, he is right in saying that the spell is available to third level clerics and the saving throw against the spell does not negate it but allows the saver to move out of the spell's area of effect.

Tom Kirby, TSR Hobbies (UK) Ltd,
Cambridge.

Dear *WD,*

Ever been a character, in a small group being chased by a horde of blood-mad orcs down some dark, dead-end corridor, with the only escape a huge iron door at the end which needs a combined strength of 50 strength points to open?

No? Well, you get my drift I hope. It has always puzzled me that in the above example five puny characters each with 10 strength could open the door, whereas two 23-strength cloud giants could not. The combination strength thing obviously only takes into account strengths of up to and including 18. This in effect means that a fellow of 18 strength could lift 180 lbs in a military press above his head, 10 lbs per strength point.

Each exceptional percentage of strength above 18 would increase this by 1 lb. Therefore a fighter with 18(50) would have (18 + [1 x 50 / 10] , a combination of 23 strength points but not a 23 strength. Do you follow?

When exceptional strength increases above 50% the weight pressable above the head increases by 4lbs per 1%. So a fighter with 18(90) strength would have (18 + 5 + [4 + 40 / 10]), a combination of 39 strength points. Thus when a percentage over 90% is considered, 8 lbs per 1%, a person of 18(100) strength would have (18 + 5 + 16 + [8 x 10 / 10]) or 47 strength points!

So if your character ever gets trapped in that dead-end corridor, with no exceptional strength fighters along, then you do right to quake in your boots, because the ogre leader of those mangy orcs *has* got the strength of four men and that rumour that he uses thigh-bones to pick his teeth is no idle boast.

I'll let somebody else think about strength points for characters with *Girdles of Giant Strength* (much underrated items, in my opinion) and suchlike, for I've got a problem with a door that needs seeing to.

Russ Smith,
Guisborough, Cleveland.

Lizardmen as Player Characters

by Roger E Moore and Michael Brown

The case for having lizardmen as player characters in *Dungeons & Dragons* rests primarily upon two novels: *The Doomfarers of Coramonde,* by Brian Daley, and *Quag Keep,* by Andre Norton. Of these, the later is an authentic *Dungeons & Dragons* novel, taking place in E. Gary Gygax's City of Greyhawk, and one of the members of the adventure party is a lizardman named Gulth. The former novel is not specifically connected to *D&D.* It could be argued that these creatures have some potential for inclusion in *D&D,* though this of course is a decision that remains up to the Dungeon Master.

I've outlined one possible way in which lizardmen could be used as player-characters without undoing the game balance. It should be noted that lizardmen do not have very many advantages except in aquatic combat, and will not be very powerful in the long run. I've assumed lizardmen are essentially warm-blooded creatures as the dinosaurs are now thought to have been; this allows them a higher metabolism and better movement. They are not particularly emotional beings, and their lives are ruled by more basic needs and desires like hunger, lust, and curiosity. They respond to power and might, regardless of the source; though many lizardmen worship reptilian deities (such as Haaashhasstaak, the Lord of Lizards in the *Elric* series by Michael Moorcock), anyone who demonstrates awesome powers or abilities to them and cannot apparently be slain may also be regarded as a god. Lizardmen generally hate and are hated by all other humanoid beings, for their carnivorous and scavenging habits. Humans and kobolds (the latter because of their possible reptilian ancestry) regard lizardmen more neutrally, though with grave suspicion. Some colonies of these beings that possess a more advanced culture than others might have learned to raise and domesticate certain lizards or dinosaurs for mounts, guards, pack beasts, or pets; some might even have learned to use pteranodons as flying mounts. A variety of weapons may be used by lizardmen, though javelins, darts, clubs, morningstars, and spears will be most common.

The only bodily protection lizardmen will use are shields and possibly open helmets; their scaly hides provide the equivalent of chainmail armour (AC 5, as per the *Monster Manual).* Lizardmen may attack with a weapon or by biting and clawing, but not both. They are always of True Neutral alignment, and may speak only common, their own lizardish tongue, and their alignment tongue. While they do not have infravision, they can see well in very dim light because their eyes enhance what little light there is. If a lizardman is slain, only a *wish* or *alter reality* spell will revive him or her. The sexes are barely distinguishable, females being slightly smaller.

Lizardmen non-player characters may be shamans or witch-doctors, as noted in the *Dungeon Master's Guide,* but player characters can only be fighters. Lizardmen warriors may reach a maximum of 6th level if they have an 18 strength, 5th level if with a 17 strength, and 4th level otherwise. Whether used in "old" *D&D* or *AD&D,* the hit dice for a lizardman will be 8-sided.

Being primarily aquatic, lizardmen may hold their breath under water for as long as a full turn (10 minutes) before requiring more air. They are not particularly fast on land (6") but swim very well (12") and are not slowed down while moving through swamps. This aquatic nature has a serious drawback in that if a lizardman goes for longer than a full day without wetting its hide well, it will have a 20% chance of permanently losing one point of constitution per day thereafter until it can get wet again. This damage is due to dehydration, destruction of the oils in the scaly skin, and so forth. Lizardmen may fight under water without penalty with any weapon of expertise, but prefer to go "tooth and claw". Bonuses to damage due to strength may be added to claw attacks, but not to a bite.

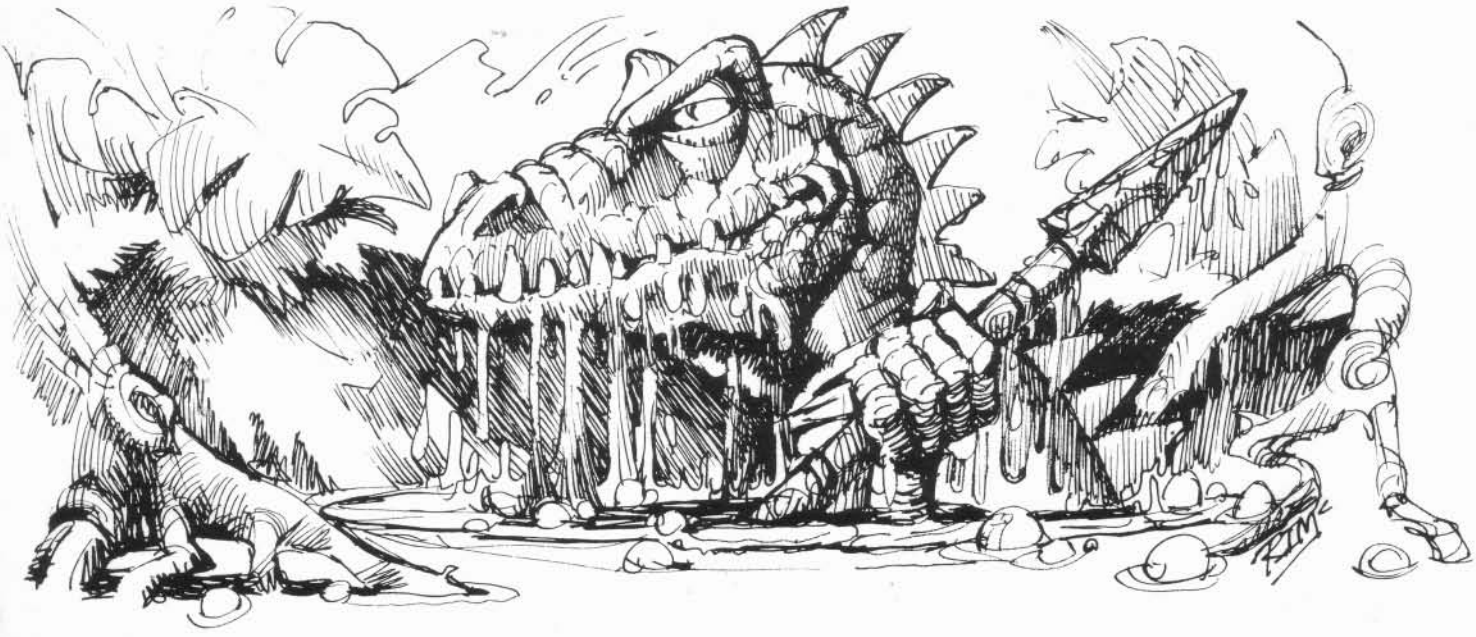
Lizardmen have an average height of 7' (74" + 4d4", or 6½' to 7½') and an average weight of some 350 lbs. (300 lbs. + 10d10 lbs.) Lizardmen can be aged as half-orcs according to the *DMG* Aging Tables, or a new system can be devised. Their scales are green, though they may have many hues and individualistic markings. Below is a table for generating the characteristics of a lizardman player-character.

Lizardmen are not wholly carnivorous; they subsist on a diet of fish, small game, and dried plant material. Many lizardmen share a disquieting preference for human flesh and may fall upon the dead and dying after a battle and eat them. They tend to be tenacious and uncomplaining of personal discomfort.

Lizardman Characteristics Table

Strength:	13-18*	Dexterity:	3-12
Intelligence:	2-12	Constitution:	9-18
Wisdom:	2-12	Charisma:	2-5**

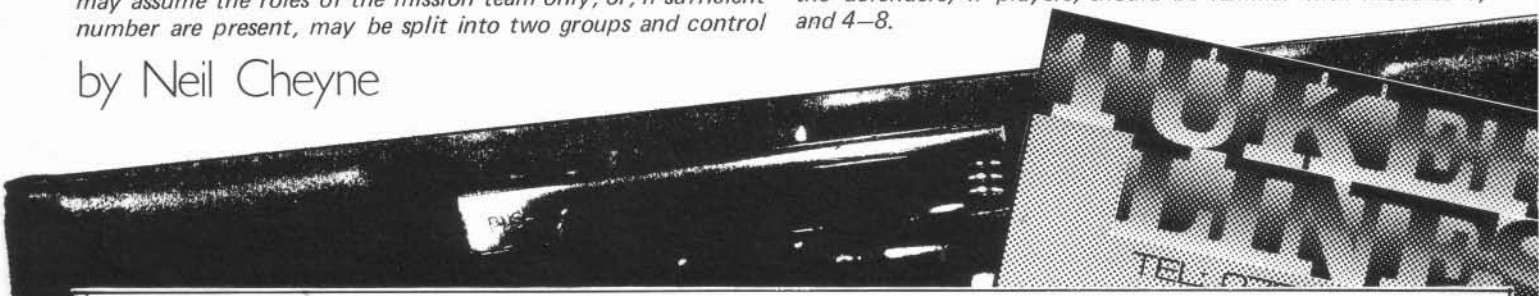
*Lizardmen do not get a percentile roll for extraordinary strength.
**This is the charismatic effect versus any non-reptilian being. Against reptilians, this score should be tripled. ■



AMBER TO RED

This is the winning entry in the White Dwarf Traveller *scenario competition. Referees should have* Traveller *Books 1–4; players may assume the roles of the mission team only, or, if sufficient number are present, may be split into two groups and control the mission team and the defending forces. The mission team should be familiar with the contents of modules 1–5, 7, and 8; the defenders, if players, should be familiar with modules 1, and 4–8.*

by Neil Cheyne



1. PRESS RELEASE 200-1106

A spokesman for Tukera Lines today announced the signing of a contract with the government of Wypoc/Lanth (0401). This contract calls for the transport of 40,000 inhabitants of Wypoc to Djinni/Lanth (0501). Many craft will be chartered, and Tukera are now accepting applications for employment.

A spokesman for the Scout Service confirmed this transfer of population to a Red Zone, and added that the operation would be supervised by elements of the IISS and two *Kinunir* class battle cruisers of the Imperial Navy. He made it clear that only those of the planet Wypoc are allowed to land on Djinni, and only ships employed by Tukera Lines could enter the Red Zone.

Wypoc: General Information

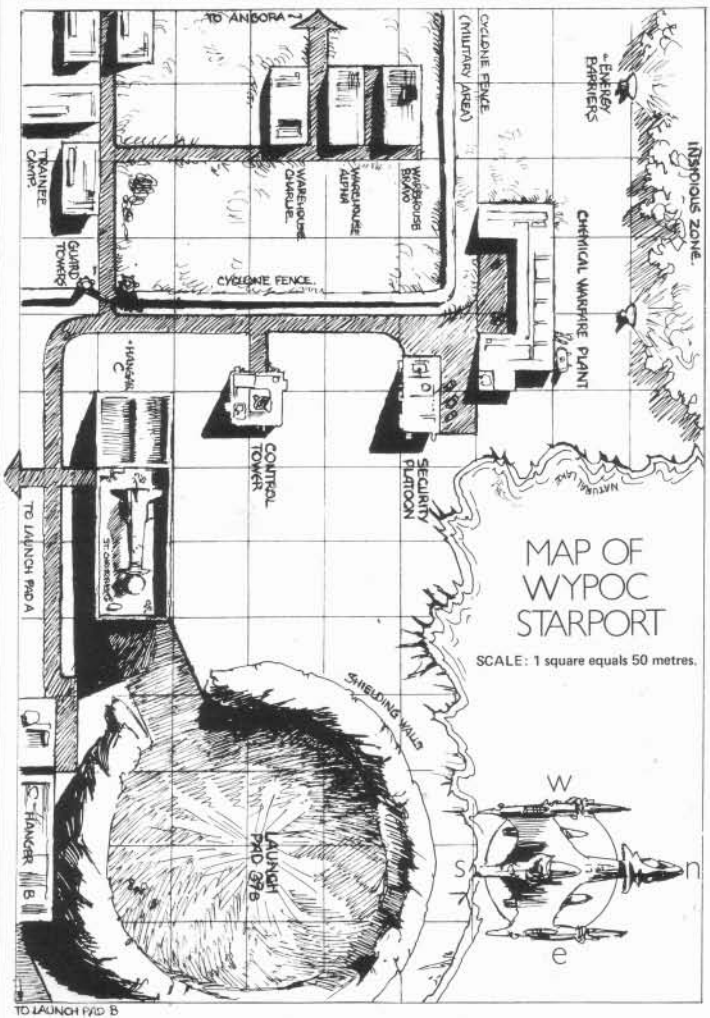
Wypoc/Lanth (0401) E9C4547 C AG

This planet has a basic spaceport, extended on a temporary basis to allow for the expected transport fleet. It has no orbital facilities. Planet diameter is 9,000 miles, the atmosphere is insidious in most areas of the planet, and is 40% water covered, with a population of 100,000. The government of Angora, the principal nation, is a representative democracy which forbids the possessions of firearms. The planet is orbited by a satellite, Poco (E200000). Wypoc has tech level 12.

Wypoc has suffered a long chemical war, which has resulted in the almost total destruction of the population. Once a thriving starfaring community it is now dying; drifting clouds of powerful insidious chemicals threaten to overcome the last communities of Wypoc. The largest of these is in Angora, with a population of 40,000 and the only remaining starport. It is Angora that has made the deal with Tukera Lines to evacuate its population. The inhabitants of Wypoc have little to offer as trade; however, Angora sold the satellite Poco, although it has no more right to than the other communities, which are isolated by the clouds, have no port facilities, are in no position to argue the sale, and must await rescue at a later date by Imperial forces.

Approach and Landing Regulations: There is extensive war debris in orbit around the planet. Much of this is dangerous and unplotted, making travel off the approved approach routes risky. Landing other than by the approved descent will mean passing through the chemical clouds, possibly with fatal results. The entire procedure is made more hazardous with the overloading of the ground-based navigation systems, brought about by the transfer of the planet population.

Other Communities: Of four such, Hygar is the main one, with a population of some 30,000, and a reasonable amount of surviving high tech equipment. The other settlements of about 10,000 are situated in areas protected mainly by nature (rather than energy barriers) from the insidious areas.



MAP OF WYPOC STARPORT

SCALE: 1 square equals 50 metres.

2. MISSION BACKGROUND

The transfer of personnel from Angora, Wypoc to Djinni has begun, several independent craft have been employed by Tukera Lines to lift men and material to larger ships in orbit beyond the debris. Two 100 ton scout ships patrol this convoy, beyond a *Kinunir* class cruiser stands watch, its marine complement below on the planet surface maintaining civil order.

269-1106: The 200 ton free trader *Hustler* lands on the planet at temporary space port facilities and offloads electronic engineers with their equipment, sent to augment the navigation system. Unnoticed 10 of these engineers slip quietly away, and disappear into the suburbs of Angora. Gathered together in a basement of an undisclosed commercial concern, they meet their patron, Johann Auchzt of the Hygar secret service who outlines their mission as follows:

"You have been hired for a dangerous mission requiring the use of all your skill. The prize is well worth the risk, gentlemen; those of you who survive will be part owners in the ship St Christopher. *The mission is in three parts; first, storming the* St Christopher *which is at the northern extremity of the space port, due to be loaded in 24 hours time. The defences and layout of the space port and ship are shown on the maps. Second, to travel in a low orbit, avoiding the two scout ships in any manner required and passing through the debris belt using the 90 ton survey laboratory attached to the* St Christopher *to select a safe course to Hygar, where passengers and cargo will be awaiting pickup at a secret base recently built to accommodate the ship. Third, the ship should proceed to Djinni evading the* Kinunir *class cruiser in any manner required. On arrival at Djinni the laboratory should be put into orbit, and the lifeboat and ship's boat used to deliver the people of Hygar to the planet surface The* St Christopher *then belongs to the crew."*

3. THE MISSION TEAM

The characters have undergone a familiarisation course on the XLS 490 Laboratory ship, *St Christopher* class. The patron, who will accompany the party, will work the laboratory computer during flight. With the exception of the pilot and the engineer the

rest of the team are commandoes and have been trained as such. Players may reassign gun and blade combat skills before play starts to any other weapons in any combination, so long as the total number of skills in each category is the same. The mission team may employ any equipment that they can carry up to tech level 13, this does *not* include battle dress. The team has an air raft with turret auto cannon. Also available is an ATV crash tender for the starport. These vehicles are with the team at Alpha Warehouse 12 hours from loading time, 18 hours from takeoff time. It is almost dusk, and the evening is characteristically warm and still. There is a certain urgency about the city as the populace prepares to leave.

Name *Job*	*UPP* *Rank*	*Age/Terms*	*Character Skills*
Johann Auchzt Patron	886A99 Major	42-00	Electronics-3, Computer-4, Streetwise-3
Johr Magi Mission Team Leader	89AA98 1st Lt	30-03	Leader-1, Grav Veh-1, Cbt Rifle-1, Recon-1, Medic-1, Survival-1, Commo-1
Lon Kidder Assault Section Leader	7799A7 2nd Lt	26-02	Grav Veh-1, Instruction-1, Cbt Rifle-2, Streetwise-1, Interrogation-1
Ghentz Hobard Assault Section Member	888C76 Lance Sgt	30-03	Mechanical-4, Electronics-1, Blade-1, Demolition-1, Medic-1
Tsar Krogel Assault Section Member	765987 Commando	26-02	Electronics-1, Computer-1, Pistol-1, Brawling-1, Survival-1
Fats Reefer Assault Section Leader	899664 Commando	26-02	Blade-3, Cbt Rifle-1
Lee Quinton Support Section Leader	BA6677 Sgt	26-02	Gunnery-2, Cbt Rifle-1, Autocannon-1
Noah Plugger Support Section Member	8B5956 Lance Cpl	30-03	Gunnery-1, Cbt Rifle-1, Autocannon-1, Recon-1
Baden Fane Pilot	B59897 Lt Cmdr (Navy)	34-04	Pilot-2, Navigation-1, Computer-1, Vacc Suit-1
Yang Fin-se Engineer	7868A8 Lt (Navy)	26-02	Engnrng-2, Navigation-1, Mechanical-1

4. BACKGROUND INFORMATION ON THE STARPORT

The port is located in the north of Angora, on the edge of the insidious zone, and the *St Christopher* is at a loading bay at the edge of the port. A hangar adjacent to the loading bay contains equipment and supplies due to be put on board, minor repair facilities, and emergency firefighting units.

At night there are four security men at the hangar armed with assault rifles, and wearing cloth armour. The Navigational Assistance Unit is unlikely to have more than five or six men on duty at night, with sidearms only. The security platoon at the chemical warfare plant has thirty men and three ATV's equipped with night detection gear. Their equipment is cloth and reflec armour, with a mixed armament of laser rifles, ACRs and SMGs. If the alarm is raised, squads of Imperial marines should be expected to arrive from port road A. The transit camp is occupied by citizens due to leave the planet the next day, there are currently about 200 people in this camp. The warehouses north of the transit camp are used to store equipment due to be loaded aboard the starships within the next few days. Warehouse Alpha is the property of Johann Auchzt and all equipment can safely be kept here for up to 18 hours. The transit road has 4 men on duty in each of two bunkers, one at either side of the road. The electronically guarded gate can be opened from the south bunker.

Boarding: Access to the *St Christopher* can be gained by the air lock via the external ladder, this is not locked but is guarded. There is a loading elevator beneath the laboratory; this is locked and would need to be forced. The inspection hatch at the lower engineering deck is open and an external ladder attached. The inspection hatch at the lower engineering deck is open and an external ladder attached. Two or three of the twelve man crew can be seen working here through the night, others can be seen about the airlock at dusk (18 hours before the ship is due to leave). The remainder are asleep on board. The cargo and boat doors cannot be forced.

Lift off: The patron and the pilot are familiar with the layout of the ship's controls and have the necessary nav tape to travel to Hygar. The ship is fuelled and able to take off from dusk onwards. As the final checks are still underway there is a small chance that the ship will not be fully operational. Twenty minutes would be required from first control of the ship until takeoff time, unless damage is caused.

5. XLS 490 ST CHRISTOPHER

Designed as an exploration ship the *St Christopher* has a mass of 490 tons when the detachable space laboratory is attached, and 400 tons without this. The laboratory is capable of maintaining orbit for several months, and was designed for orbital survey work. Its specialist detection equipment is also ideal for detailed scanning of ships in space.

Tonnage:	490/400
Acceleration:	2G/2G
Crew:	10 crew, 2 marines, up to 6 researchers
Jump:	2/2
Powerplant:	2
Gravitics:	Inertial compensators and 1G floor field
Armament:	1 triple laser turret, 1 single missile turret
Electronics:	Computer model 3, (model 1B in laboratory)
Fuel Capacity:	160 tons
Ship's Boats:	1 ship's boat, 1 life boat

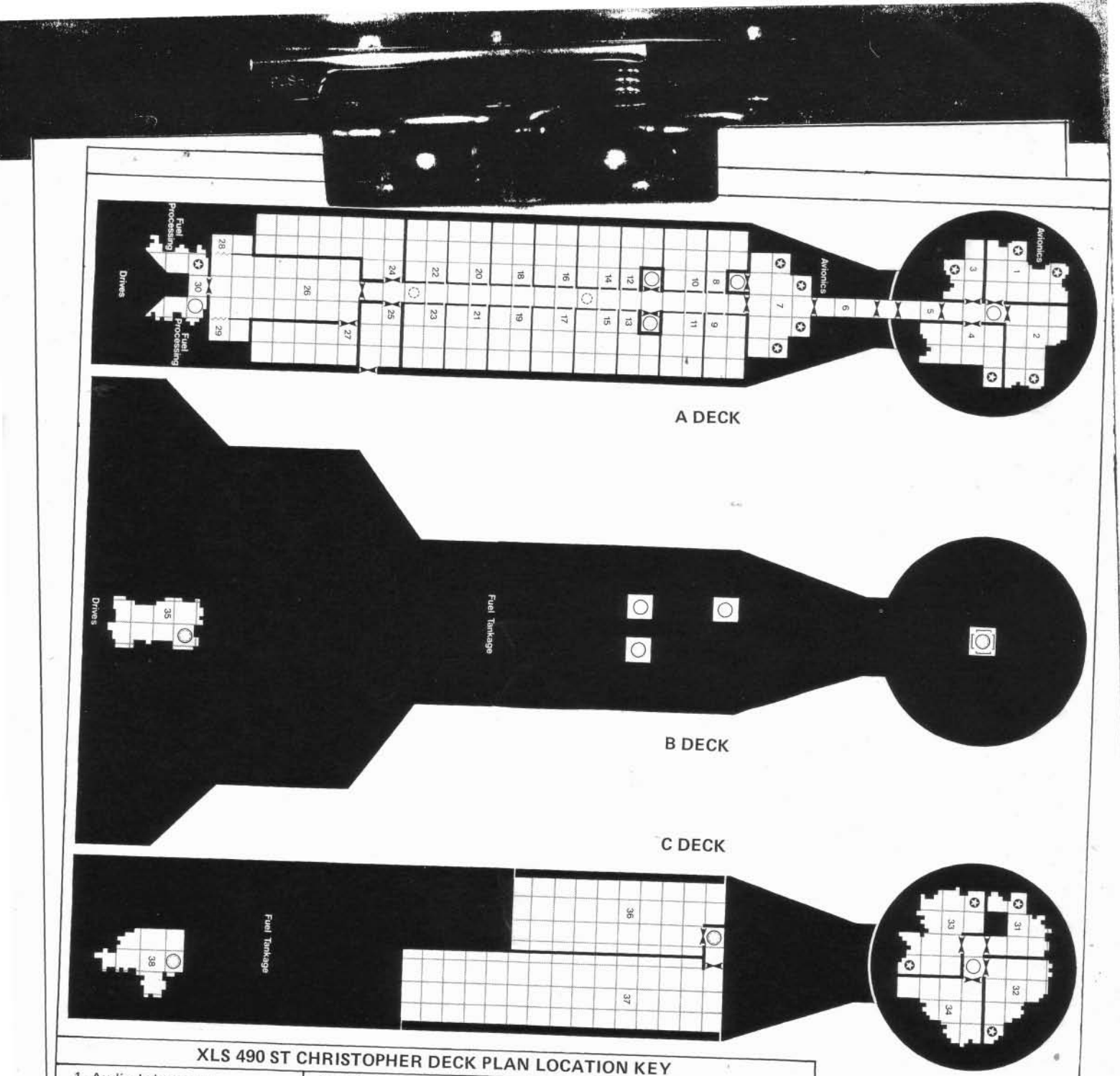
Partition walls and cabin doors require 100 points of damage before they will break open enough for a human to pass. Cabin doors are sliding. Bulkhead walls and floors are airtight and require 1000 points of damage to break through as do the iris valves, which are also airtight. These doors are opened by controls at the side of door, and will not open if there is a vacuum present at only one side of the door. The missile turret has an autoloader which extends down into the cargo bay, where missiles are kept.

6. THE CREW

Name *Job*	*UPP* *Service*	*Age/Terms* *Location* *Night/Day*	*Character Skills*
Lance Baun Captain/Pilot	B59897 Scout	34-04 9/7	Pilot-1, Navigation-1, Vacc Suit-1, Computer-1
Ichter Badmanne Chief Engineer	7868A8 Navy	26-02 35/11	Engnrng-2, Navigation-1, Mechanical-1
Ace Callaghan Navigator	78599A Navy	50-08 13/7	Navigation-2, Medic-1, Admin-1
Joe Jewell Ship's Boat Pilot	777869 Navy	22-01 15/26	Ship's Boat-1, Admin-1
Donald Mcdonald Medic	758696 Army	26-02 17/31	Medic-2, Computer-1
Zareth Seer Cook/Clerk	56A855 Army	26-02 19/20	Jack of Trades-2, Admin-1
Bernie Battles Gunner	558774 Navy	34-04 21/Fwd Turret	Gunnery-2, Vacc Suit-1, Admin-1
Ted Fores Gunner	656578 Navy	26-02 23/Aft Turret	Gunnery-1
Skip Benson Engineer	868548 Merchant	30-03 38/22	Engnrng-1, Electronics-1
Argo Gothner Engineer	78B78A Merchant	26-02 18/30	Engnrng-1, Mechanical-1
Paul Finter Security Guard	A6786A Marine	30-03 25/16	Tactics-1, Vacc Suit-1, Laser Rifle-1, Blade-1
Bella Moreno Security Guard	788586 Marine	26-02 25/14	ATV-1, Vacc Suit-1, Laser Rifle-1, Blade-1

All the crew carry snub pistols, the two security guards have laser rifles and wear cloth and reflec armour. The ship's locker is in room 10 and contains a further 2 laser rifles, 8 submachine guns, and 10 sets of cloth armour.

The ship's boat has a beam laser, and has on board an air raft and an auto cannon.



XLS 490 ST CHRISTOPHER DECK PLAN LOCATION KEY

1. Audio Laboratory
2. Control Room
3. Auxiliary Laboratory
4. Scanner Systems
5. Airlock
6. Airlock
7. Bridge
8-19. Staterooms
20. Galley
21-23. Staterooms
24. Cargo Hold & Missile Storage
25. Airlock
26. Common Area
27. Cargo Hold
28, 29. Freshers
30. Upper Drive Room
31. Biology Laboratory
32. Electronic Laboratory
33. Survey Laboratory
34. Remote Sensing Laboratory
35. Middle Drive Room
36. Lifeboat Bay
37. Ship's Boat Bay
38. Lower Drive Room

Note: Ceiling iris valves on A deck lead to turrets.

GENERAL SHIPYARDS
REGINA/REGINA
Naval Architects Dept.

PROJECT	ST CHRISTOPHER
JOB NO 2397	DRAWING NO 348
TITLE	PRESENTATION DECK PLAN
DATE 056-1103 238-45-FGD	DRAWN BY

7. REFEREE'S NOTES

Storming of the Ship

The four security guards at the hangar will send two men on a perimeter patrol of the loading bay at infrequent intervals, about twice an hour. The security platoon will patrol at night and be in reserve during the day. These night patrols will be undertaken every half hour and will consist of a single ATV with 10 men aboard. The ATV is equipped with night fighting gear and individual weapons are fitted with night sights. The Imperial marines will arrive at the source of any trouble within 10-15 combat rounds, arriving on port road A in squad strength aboard an ATV. After a similar delay another squad will arrive. The Imperial marines are from the *Kinunir* class cruiser. If this adventure is not available then each squad should be in battle dress armed with PGMP 13. The bunkers on the transit road are in radio contact with the security platoon, and no traffic is expected through the night. However, there has been much disorganisation and frequent changes of plan throughout the evacuation. These bunkers have walls equivalent to double-strength bulkheads and firing slits facing forward and to either side.

Lift off

Due to lack of maintenance there is a 1 in 6 chance that the engines will fail in flight. During the flight a scout will intercept the ship at maximum laser range and travel alongside engaging the ship for five turns, until it enters the atmosphere again and travels through a narrow gap in the chemical clouds, guided by the advanced detection systems aboard the lab. Entry into the cloud for any reason will result in two "hits" on the ship, with normal effects.

Escape to Djinni

Lift off after loading men and equipment at Hygar will require the ship to pass through the layer of debris, containing many still-active missiles. These can be avoided by skilled use of the lab's detection systems. If for any reason this is not done 1d6–2 missiles will be encountered, attacking as normal.

Beyond the debris belt the *Kinunir* class cruiser must be evaded, or engaged. When arrival at Djinni has been made all will be safe, although the cruiser may pursue the stolen ship at the discretion of the referee.

An Introduction to Dungeons & Dragons

Part IV: Fighters and Thieves

by Lewis Pulsipher

THE FIGHTER

The list of heroic warriors in epic fantasy stretches endlessly. Even though magic-users are more popular in *Dungeons & Dragons* than fighters, the latter are preferred to clerics and thieves, probably because of the close identification with the literary origins of the game. Magicians are the bad guys in fantasy if they figure at all — a "hero" is by definition a fighter. Yet there isn't much one can say about the *D&D* fighter, for this is the most limited of the classes in its fields of action, though very efficient and powerful within this narrow purview. Fighters have more hit points than other classes, the best armour, and the best weapons. They defend the spell-casters, attack when necessary or when spells must be conserved, and do those deeds which require toughness. On the other hand they can use few magic items not related to melee, their save vs. magic is poor, and they probably take more casualties than other classes by virtue of being more exposed. Where the magic-user is finesse, the fighter is brute force; but even the most avid MU cannot deny the joy one feels at chopping a balrog or giant.

A party of about 12 characters will include about five fighters, two or three in both front and back lines as the party marches down a corridor. Often a bow-armed fighter will follow a dwarf fighter. Dwarf fighters are popular, but elf fighters are rare. Combination fighter-magic-users, thieves, or clerics are also popular and are the most powerful characters at low levels.

The fighter has a broader weapon choice than any other class. Normally a fighter will choose one bow, one outdoor weapon such as a lance, one sword, and one weapon good against plate mailed opponents. A composite longbow is the best, though some DMs don't allow use of any longbow indoors. Silver tipped arrows are a must. Heavy lance is an extremely useful weapon for horseback — 3-18 damage to larger than man size is hard to beat. Longsword is superior to broadsword or shortsword against good armour classes and large opponents, but 20% of magic swords are broadswords, so a few characters may lean toward them. The bastard sword is an excellent com-

promise for the aggressive fighter, but very few magic ones exist. Remember that fighters choose another weapon at fourth level, so they can learn to use a magic sword if they obtain one of inappropriate type. A military pick is the best weapon vs. plate and shield; against a monster with AC 2 you'll use whatever weapon does most damage since hit probability modifications don't apply. Some bronze or stone weapons should be carried for use against rust monsters.

Often parties are cursed with hack-itis. The fighters are so eager to lay steel on flesh that alternatives are neglected. Some DMs alter the rules to encourage this. For example, most "spell point" magic systems allow clerics to cast large numbers of cure spells. The party hacks anything it sees, the fighters are cured, the party hacks, cure, hack, *ad nauseam.* This is a perversion of the game, and boring to boot. In a good campaign those with "hack-itis" will die of it. Fighters should fight only when no other course of action offers a better chance of success. A sensible fighter will want the odds against him reduced by magic or other means before he wades into the fray.

Another aspect of hack-itis is poor organisation. Fighters should arrange themselves to have the maximum number attacking the minimum number of enemies. A replacement should be ready if a wounded man must disengage. Except in desperate circumstances, or during a mop-up, several characters able to melee should wait in reserve. Some fighters are big dumb guys with muscles, but thought is needed in any battle.

Subclasses

The really interesting fighters are the ranger, paladin, and (somewhat oddly) the monk. These classes fight often, but they have other powers. The monk's ultimate role is to fight, but he can use his thief-like abilities to gain an advantageous position before he dives in. Even at low levels when hand-to-hand combat can be dangerous, a monk can contribute by throwing a spear, speaking with animals ("keep the mules calm"), or scouting ahead.

Paladins and rangers are closer to normal fighters, and the uses of their powers are obvious. Don't waste a paladin's laying on of hands to cure hit points; disease is a more fearsome enemy. Any cleric can cure hits, but a fifth level cleric is needed to

cure disease.

General Party Tactics.
If you can, first read Gary Gygax's advice on pages 107 and 109 of the *Players Handbook*. Knowing when to fight, when to run away, when to go home, are essential to survival. If you're not sure you can beat the enemy, don't attack. Ascertain enemy strength and location using spells like *detect magic* and *detect evil*. Always question non-player adventurers, local rulers, and denizens of inns and taverns, to discover what you might encounter. If an encounter looks too tough you can come back later fully prepared to attack. *DON'T BE GREEDY.* In a good campaign those whose avarice exceeds their wisdom die.

THE THIEF

*"Someone's coming," whispered the elven thief. "You lot wait back there," he said as he seemed to disappear into the shadows of the corridor. Soon two men in armour, followed by another in robes, advanced confidently down the passage; the fighters charged the adventurers while the MU began a spell. *CRUNCH* – the MU fell as the thief cleaved his skull from behind, and soon after the enemy fighters died or surrendered. Thus a first level thief inflicted 14 hits on a fourth level magic-user, killing him from behind in one blow. This is the stuff of thievish legend, but the over-confident thief's fate is a warning: later on he tried to sneak down a corridor during an archery "firefight", but the enemy saw him and shot him dead.*

The average *D&D* player treats a thief as a weak, sneaky fighter or chest opener. But to succeed as a thief one must think thievishly, to accomplish tasks by stealth rather than force. The strengths of the class are the ability to move silently (and hide in shadows when not moving), to go where no one else can (climb, open locks), to strike swiftly (backstab). Thieves are poor warriors owing to poor armour class and low hit points. And while they're good at opening chests, this is a minor facet of their abilities. Most neutral thieves are non-human, not only to gain bonuses to abilities but to have infravision. A human thief in the dark isn't much use to anyone.

A dungeon party of about 12 characters normally includes just one thief (and occasionally a monk with thief-like powers). The thief usually lurks in the middle of the party until his skills are required. The thief is by far the least liked of the four main character classes, though not with complete justification despite the weaknesses. A player who uses his thief abilities fully has more options than a fighter and more chances for glory than an MU. Look at the roles the thief can adopt:

Pure Thief. Sadly, a thief in a dungeon or wilderness has many more chances to steal from his supposed friends than from non-player characters. This can be unhealthy, for many players happily (and justifiably) kill anyone who tries to steal from them. For a thief to steal from NPCs consistently he must adventure in a town, either alone or with other thieves; thieves are so unpopular with players partly because the average DM doesn't provide enough opportunities for theft. Moreover, stealing is a dangerous vocation – traps and wary NPCs can kill a low level thief pretty easily. Consequently, many thieves reach fourth level without stealing anything – except from their associates.

Scout. My thieves like to scout ahead of the party, especially when a friendly MU has turned one *invisible.* An *invisible* (and possibly *silent)* thief is pretty safe if he has infravision, and he may be able to steal something before he returns to tell his associates what is ahead. Pits are a danger, but one can never be completely safe. The party is safer with a scout ahead, and for that reason they're likely to offer *invisibility* to a thief unless they distrust him. It isn't always in the thief's interest to steal, especially from a predominently good party. Of course, with a bunch of evil characters the thief must look after number one.

Commando. A brave thief can cause havoc to enemies by raids into their rear. The thief who killed the fourth level MU is a good example. More commonly, thieves depend on their ability to climb and disappear from sight to engage in one-man flanking movements. A high level thief reading a scroll can be devastating. A successful raider can pick up choice treasure before the party arrives. But careful planning is needed. In all cases thief and party must work out recognition codes so that the party won't accidentally kill the thief. When raiding, always kill magic-users first, for they are most powerful offensively and weakest defensively of all classes.

Chest Opener. Thieves are good at detrapping and unlocking chests. A smart thief doesn't depend solely on the dice for safety; positioning and investigation may reveal something or save the thief even if a trap is sprung. Don't stand right in front of a chest! And before you try to unlock it, be sure it's locked – I've seen thieves inadvertently lock unlocked chests.

Missile Firer. Any tall thief can help a party by throwing darts or daggers during melee. If he can climb to a balcony or tree-branch he can have a field day, but this is not recommended if the enemy carry bows. Sometimes missilery is more effective, and safer, than a backstab.

Reserve. A thief can fight passably for a while; with high constitution or good magic items he can be a formidable opponent, but thieves should fight only as a last resort.

Miscellaneous
For his first two weapons a thief usually chooses longsword and darts or daggers. A thief's most prized magic item is a *Ring of Invisibility.* This, combined with silent movement, trebles the thief's power. Hiding in shadows is uncertain and cannot be combined with movement, a weak thing compared to *invisibility.*

A smart thief will devise simple objects to aid him: A hollow breathing tube allows the thief to sneak through shallow pools and rivers out of sight; a rope ending in a three-pronged hook, a kind of extensible pole, and piton rings all help climbing; caltrops slow pursuit; and a fake magic item or two may scare the rubes. Some thieves like to dress as magic users to sell fake scrolls, especially when an accomplice can cast *Nystul's aura* or *magic mouth* on them.

Always "case" a target for several days; if you blunder into a theft head first you'll end up without a head. Try to "frame" someone so there will be no pursuit after a theft. If the heat's on, get out of town and stay out. Some victims go to great lengths to revenge themselves on a thief. A thief who steals from the powerful must be prepared to migrate periodically!

Subclass
Assassins are similar to thieves but for their avowed purpose. Assassins may choose to scare people and build a reputation, or to seem like a normal thief. Naturally assassins often work alone or with evil rather than neurtal or good parties. Much depends on how your DM structures the world.

REMEMBER – THINK THIEVISHLY.

Next issue: Characterization and Alignment. ■

Treasure Chest *is a regular column devoted to readers' ideas for* D&D.

POTION OF QUIET SPELL CASTING
by M Hoddinott

This potion allows the imbiber to cast 3 spells merely by thinking of them, without recourse to verbal or somatic components. Material components must still be used normally. The effect lasts 4 hours after drinking, and the 'silent' spells need not be the first to be cast; but the silent spells must be cast by the time the potion's effect wears off, or the immense build-up of magical pressure will drive the imbiber insane. A character unable to cast spells who drinks this potion must inevitably suffer this fate.

POTION OF INCOMPREHENSIBILITY
by R A Chadwick and E J Griffen

This potion renders the drinker totally incomprehensible for 21-26 turns, minus his constitution. The drinker will not realise he is speaking gibberish unless so informed by a fellow player. Attempts to cast spells while under the influence of this potion will result in failure, or (at the DM's option) the casting of a different spell with similar components. A second DM's option is for the random noises issuing from the character's mouth to be insulting in some other language at an inopportune moment.

THE THRONE OF LIFE
by Roger E Moore

Somewhere within the dungeon, the party encounters a 20' square room with elaborate carvings and tapestries. Against the far wall is a large throne, decorated with motifs of trees and animals, and carved with the inscription:

Whosoever takes seat hereupon
shall become one with
the World of Life.

Anyone daring to sit on the throne will find it is enchanted to hold him down; his chance of rising again is equal to his chance of Bending Bars/Lifting Gates. After one melee round, a patch of green slime will be released from within the throne and attack the character, who will then likely become one with it. The throne is immune to the effects of the slime.

DAGGER OF THE DUNEDAIN
by Matthew Williams

These daggers were forged many years ago by the men of Arnor during their war against the Witch-King of Angmar. They are made of a strange metal — light, strong and untouched by time — and elaborately wrought, leaf-shaped with serpentine decorations.

These daggers radiate magic if that is detected for. They can only be used by persons of Good alignment. True neutrals will suffer 2d8 damage on grasping the dagger, and must then drop it, never again touching it. Evil persons will sense the powerful Good nature of the dagger and stay well away.

These daggers attack at +2 to hit and damage, and confer a bonus of +1 to all saving throws against attacks on the wielder. They will never attack Good creatures or persons, but attack Evil ones at an additional +1 to hit and damage.

Any undead creature hit by a *Dagger of the Dunedain* is slain, and will crumble into dust. However, if the target had 10 or more hit dice, the dagger then withers and disappears. It has no effect on demons, devils, or other undead of 13 or more hit dice.

A minor type of *Dagger of the Dunedain* exists, which withers after destroying an undead creature of 5 or more hit dice, and cannot affect undead of 10 or more hit dice. Some few powerful *Swords of the Dunedain* were also forged, which in addition to their other magical powers could slay any undead being of 15 or fewer hit dice, and any demon or devil of 10 or fewer hit dice. These have no effect on more powerful creatures, and may only perform these functions in the hands of a Lawful Good.

TORFALD'S CARDS
by Conor Kostick

The manufacture of this pack of cards requires 16 weeks of uninterrupted enchantment, the destruction of a *Crystal Ball with Telepathy,* the expenditure of 45,000 gold pieces, and a finely-wrought pack of playing cards, carved or drawn on the material of the creator's choice. The pack is normal except for the face cards, which depict persons and places well-known to the creator (he may choose which). Whenever a face card is concentrated upon to the exclusion of other actions for a period of 1-6 melee turns, the card will depict the current surroundings and actions of/at the person or place concerned, much as a *Crystal Ball* might be used. If the persons depicted are willing, telepathic communication can then be established which lasts for as long as both parties are concentrating on it.

LUNAR GLOBE
by Stephen Bland

This softly-glowing 2" diameter ball of glass has the effect of a full moon on all lycanthropes gazing at it, turning them into their were-form unless they make a saving throw by rolling their hit points or less on 1d100.

STICK OF RETRIEVING
by Alan Evans

This is a small wand about 12-18" long, which glows with a soft light. If the owner throws it while in combat with a mammalian monster of animal intelligence or less, the monster must make a saving throw vs petrifaction or it will spend 1-4 melee rounds retrieving the stick, during which it cannot defend against attacks or attack itself. If possible, the monster will then follow the owner of the *Stick* and drop it at his feet, at which point it is freed of the effect of the *Stick* and may attack once more. The *Stick* has 1-100 charges and affects one land mammal of up to 4+1 hit dice.

THE ASSASSIN'S TOOLKIT
by M F Ozanne

TIGER CLAWS
The Bagh Nakh or tiger claw is an Indian weapon, widely used by thieves, assassins and streetfighters. It consists of a bar held in the palm of the hand, with a ring at each end into which the index and little fingers are inserted. The fist is closed around the bar, and a number of metal claws then protrude from the fist between the fingers, which are used in slashing and punching attacks. Victims appear to have been savaged by a tiger, and the weapon may be easily concealed in the palm of the open hand. The normal mode of attack is to rip out the opponent's throat. Any character class may choose proficiency in this weapon.

RUMAL
The rumal or handkerchief was the weapon of the Kali-worshipping Indian Thuggee sect. A victim can be strangled or have his neck broken in a matter of seconds. The weapon consists of a carefully twisted strip of silk with a silver coin or medallion knotted into one corner. In use, the unweighted end is held in one hand and the cloth swung around the victim's neck (which must be unprotected, hence no armour class adjustments are shown below) with a flick of the wrist; the weighted end is caught with the free hand and the weapon is jerked tight. The rumal can be easily concealed and used in frontal or rear attacks. Only assassins choosing to be proficient with the weapon may employ it. When a hit is scored, the assassin has a (20 + 5 x Level)% chance of breaking the victim's neck. If the victim survives this, then he and the assassin throw for initiative for the next segment; if the assassin wins, the victim loses consciousness and may be killed automatically by the assassin unless someone intervenes. If the victim wins, the rumal is useless and the assassin temporarily weaponless. The rumal may only be employed against an unsuspecting foe.

POTION OF IMPERSONATION
This potion enables the imbiber to become the exact duplicate of anyone of whom he has a clear mental image or a good physical image. He may change appearance as often as he desires within the duration of the potion's effect, which is 5-8 turns.

20% of these potions cause the imbiber to become the doppelganger of the person impersonated, ie he may not change his appearance while the potion is in effect, and is gripped by an irresistable desire to kill the person impersonated before the effect of the potion wears off.

SCARAB OF ASSASSINATION
Indistinguishable from other scarabs, this is similar to a *Scarab of Death,* and will perform as such unless an assassin picks it up. Should an assassin acquire the item, he becomes aware of its nature but not the command words.

To use the device, the assassin must plant it on the victim — roll as if attempting to Pick Pockets — and speak the command word. It will then kill the victim as would a *Scarab of Death.* A second command word exists which will recall the *Scarab* before or after it kills the victim, but this is only about 70% effective. Once activated by the command word, the *Scarab* behaves as if a *Scarab of Death* until one person has been killed, then deactivates — after recall if this has been successful. If the assassin using the device fails his Pick Pockets roll, and the word of recall is not known or not used, the Scarab will attack him.

CHAKRAM
This is one of the weapons of the Sikh warrior, and may be chosen for proficiency by any class. It is a steel ring of 4½ to 8" diameter with a sharp exterior rim. It can be worn on the wrist or in a headdress. It is a missile weapon, and in use is spun around the finger and hurled at the enemy. Maximum range is 80 paces. ■

Next issue's Treasure Chest *will be devoted to new* D&D *spells. Entries by 1st September please, in standard* AD&D *format.*

WEAPON STATISTICS

Weapon	Size	Space Required	Speed Factor	AC Adjustments 10	9	8	7	6	5	4	3	2	Damage vs Small/Medium	Damage vs Large
Tiger Claw	4"	1' or less	1	+3	+1	+1	0	-1	-2	-3	-3	-4	2-5	1-4
Rumal	2'	4'	1										Not Applicable	Not Applicable

Weapon	Size	Rate of Fire	Range S	M	L	AC Adjustments 10	9	8	7	6	5	4	3	2	Damage vs Small/Medium	Damage vs Large
Chakram	8¼"	3	2½	5	7	+2	+2	+2	0	0	-1	-2	-4	-5	2-5	2-5

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore who, this issue, presents some*

DIRE TRIBES

First, the results of the mini-competition that I announced in issue 24. This was for collective nouns for *D&D* monsters, the best of which are presented here:

A *confusion* of umber hulks. .M & S Neary
A *duplicity* of doppelgangers .Phil Masters
A *clot* of vampires . . . . . Colin Reynolds
A *garden* of gnomes . . . . . Chris Murfin
A *quiver* of manticora . . . . Chris Murfin
A *heard* of ear seekers . Steven Norledge
A *shock* of volts . . . . . Peter Edwards
A *load* of bull . . . . . Macer Gifford
A *fraction* of halflings . . . Macer Gifford
A *(re)assembly* of trolls . . Roger Moore
An *annoyance* of kobolds (any number being annoying) . . . . . Roger Moore

And finally, my personal favourite: an *overkill* of arch-devils (presumably applicable to any number greater than 1) from Penny Hill. Congratulations and a free issue of *White Dwarf* to all the above. And now a collection of creatures that come in groups:

SHADOW GOBLINS

by Barney Sloane

No. Appearing: 4 – 24 (10 – 100)
Armour Class: 7+
Movement: 14"
Hit Dice: 1d4 + 1 (and better)
Treasure: I, X – individuals: J, K
Attack: By weapon type + spells
Alignment: Chaotic evil
Intelligence: High to genius
Monstermark: 2.43+ (level I in 12 levels)

Shadow goblins are rare, three-foot tall impish creatures with small horns of varying numbers on their heads, black skin and a reptilian countenance. It has been suggested that they are the result of crosses between drow and kobolds, though this is only speculation.

Their usual weapon is a scimitar, but they often make use of slings, darts, nets and daggers when necessary. Many use shields in open confrontation.

They have very well developed sorcerous powers, similar to illusionists. Their power increases with their level:

Lvl	Hit Dice	Dex	Hide in Shads	Spells: 1	2	3	4	5
1	½ + 1	14	30%	2	–	–	–	–
2	1 + 2	15	45%	2	1	–	–	–
3	2 + 3	16	60%	3	2	1	–	–
4	3 + 4	17	80%	3	2	2	–	–
5	4 + 5	18	100%	4	3	2	1	–
6	5 + 6	18	100%	5	4	3	2	1
max		01-50						

SPELLS:

Level 1
Audible glamer
Change self
Dancing lights
Darkness
Detect illusion
Hypnotism
Phantasmal force
Wall of fog

Level 2
Blindness
Blur
Fog cloud
Hypnotic pattern
Improved phantasmal forces
Invisibility
Magic mouth
Mirror image
Misdirection

Level 3
Continual darkness
Dispel illusion
Fear
Hallucinatory terrain
Invisibility 10' radius
Non-detection
Rope trick
Spectral forces
Suggestion

Level 4
Confusion
Emotion
Improved invisibility
Minor creation
Phantasmal killer
Shadow monsters
Web

Level 5
Chaos
Demi-shadow monsters
Maze (!)
Projected image
Shadow door
Summon shadow
Shadow magic

All shadow goblins have 1gp quartzes without which they cannot cast any spells.

They are also very accomplished miners, being able to disguise their work as natural 80% of the time. They can disguise pits as sink-holes, make secret doors, and dig authentic looking chasms. A typical lair will contain many such items, secret and one-way doors, dead ends and mazes of tunnels interconnected by many of their own tiny passages (as well as 85% of the tribe!).

They possess 100' infravision, and are resistant to all illusions cast by anyone their own level or lower. They sometimes work with jermlaine to cause the maximum of confusion to any intruders by stealing, tripping, charming, misleading, breaking or wounding. With prisoners, they show their chaotic nature and rarely kill; instead they usually strip, beat and eject them blind-folded out of the complex.

When a group is encountered, there will be some higher level types accompanying them, in addition to the number rolled, as indicated here:

Number Appearing	Higher Levels Accompanying: 2nd	3rd	4th	5th	6th
4 – 8	1				
9 – 13	2	1			
14 – 18	4	2	1		
19 – 24	6	4	2	1	
25 – 30	8	5	3	1	
31 – 50	10	6	4	1	
51 – 75	12	8	5	2	
76 – 90	15	10	8	3	1
91 – 100	20	15	10	4	1

The line separates the 'war-band' figures from the 'lair' figures. Thus a war-band of 17 shadow goblins would be accompanied by 4 2nd level lieutenants, 2 3rd level commanders, and 1 4th level captain.

Shadow goblins have often been reported to have used giant rats and spiders to increase the effectiveness of their attacks, and in these instances victims may be killed as food for their steeds/guardians.

Dead shadow goblin lords, etc, are buried in secret and trapped catacombs near the lairs, with much treasure sacrificed to them.

ASRAI

by Roger E Moore

No. Appearing: 1 – 8
Armour Class: 4
Movement: 24" (water only)
Hit Dice: 3d8
Treasure: Individuals: Q; D in lair
Attack: 2d4 by touch + paralysis
Alignment: Neutral (chaotic tendencies)
Intelligence: High
Monstermark: 315 (level IX in 12 levels)

Little is known of the asrai, though many sages experienced in the lore of water-folk believe thay may have once lived upon the *Elemental Plane of Water*. They are translucent water spirits, feminine in appearance, and quite beautiful to behold. They average 4½' in height and are a deep green in colour, with light blue hair and pale eyes. Asrai are rarely encountered by humans, as they live in the great deeps of the ocean in cold and sunless coral citadels. Even tritons, mermen and other sea-folk have little contact with them, though they respect their desire for solitude.

On moonless nights in cool weather, asrai will sometimes come to the surface of the sea and engage in play among the waves. They disappear long before dawn,

however, as direct sunlight will slay them immediately. It has happened that one of the asrai will be caught by accident in a fisherman's net, who will unwittingly keep the being prisoner until daylight. In these circumstances, an asrai may bargain to be set free, offering her coral jewelry and gems as ransom. If this fails, she will attack if at all possible. The touch of an asrai does 2d4 points of *cold* damage (no save) to an opponent and will *cause paralysis* unless a save vs paralysis is made. Two such attacks may be made per round.

Asrai are fairly knowledgeable about the secret things the sea keeps hidden, such as ancient and rich ruins or wrecks; if approached very carefully and without threat, one might be willing to tell of such places. Communication is difficult with asrai, though, as they tend to be flighty and have poor attention spans. Small events distract them constantly, and they also seem to have no normal time sense. Everything is either 'now' or it is very ancient and almost forgotten about. They cannot understand the concept of a future time at all. Asrai speak their own language, communicate with all water elementals, and a few know common, triton, merman, or other such language.

Fire-based spells do only half damage to asrai if they fail to save against them, and no damage at all if they do save. All other spells affect them normally. Only silvered or magical weapons can cause them harm. Asrai avoid light of any sort, though magical *light* causes them no harm or damage, and will flee if a *continual light* is cast near or among them.

FOREST GIANT

by M Newton & D Healey

	Sentinel	Rancorous	Eschel
No Appearing:	1 – 6	1 – 6	1 – 8
Armour Class:	4	4	5
Movement:	15"	15"	15"
Hit Dice:	7d8 + 7	7d8 + 1	6d8 + 5
Treasure:	Individuals: Mx50; E in lair		
Attack:	3 – 18	3 – 17	2 – 16
Alignment:	Neutral good	Neutral evil	Neutral
Intelligence:	Exceptional	High	Average
Monstermark:	269.5 (Level VIII in 12 levels)	264	159 (Level VII)

There are three types of forest giant: the rancorous and eschel (the female) are rare while the sentinel is very rarely encountered. All have wood-brown skin, but range in hair colour from sandy-brown to a golden colour for the sentinel, black for the rancorous and reddy-brown for the eschel.

All can use a large shield which would increase their armour class by 1; but do this rarely as their preferred weapon is a large battle-axe. They can attack by hurling rocks, for 2d8, or dead trees or branches, for 2d12 – at -2 for 1d12 in thick forest. They are seldom (20%) encountered in their lair.

Forest giants have a strong affinity with their surroundings and have certain spells of which they can use up to a maximum of 4 per day: *pass without trace; purify water; locate animals; animal friendship; detect snares & pits; entangle; locate plants; warp wood; plant growth;* and *tree*. They can only be surprised on a 1 in 6.

Rancorous occasionally (51%) use wyverns as steeds.

WINTER KOBOLDS

by Jonathan Hardwick

No. Appearing:	**20 – 100**
Armour Class:	**7 (6)**
Movement:	**6"**
Hit Dice:	**1d4 + 1**
Treasure:	**Individuals: K; P in lair plus 15% chance of maps or magic**
Attack:	**1 – 4 or by weapon type**
Alignment:	**Neutral evil**
Intelligence:	**Average**
Monstermark:	**2 (Level I in 12 levels)**

In the northern regions, homesteads are sometimes attacked in the dead of night, their inhabitants killed and their treasure stolen. The raiders are winter kobolds. They are more powerful than the normal kobold and originate in the northern wastes. They are not affected by any sort of cold-based spells and can move normally in all but the deepest snows. They favour

a kind of studded leather armour, and sometimes use wickerwork shields. Typical weapons are:

axe – 30%	crossbow – 15%
club – 20%	spear – 15%
sword – 20%	

Leaders have 5 hit points, use two weapons and attack as 1 - 1 hit dice monsters. When encountered, they will often (70%) be accompanied by their form of magic-user who can use: *frost fingers, resist heat, darkness* and *chill metal* (opposite of *heat metal*).

They fight equally well in bright sunlight or pitch dark. They favour caves and high places as bases, which will often (70%) have either 2 – 8 giant lynxes or 1 – 4 dire wolves as guards. These beasts are also used as steeds, but only on very rare occasions.

To protect themselves against the intense cold of the regions they inhabit, winter kobolds have evolved a thin coat of hollow shafted hairs. As an added benefit, the hairs can be fluffed out in combat, presenting a large attacking profile consisting solely of inflated hairs. Thus opponents with an intelligence of 'low' or under have to strike at an armour class 2 higher than normal, eg, 5 instead of 7.

Winter kobolds hate all other humanoid life, particularly elves and gnomes who they will attack on sight. They speak their own, their alignment and often (80%) normal kobold tongues.

They live for up to 140 years.

Comments: Tribal monsters are by their nature quite straight-forward, but they are very deployable since the numbers can be adapted to accomodate parties of adventurers of any level. I have selected monsters to cover a variety of campaign settings. Of the monsters described, the shadow goblins seem ideal for basing a low-level dungeon around, while the asrai are suprisingly heavy for a three-dice monster, emerging with a monstermark that puts them on a par with vampires and liches; they are, however, susceptible to *sleep* and are not particularly hostile. ■

WHITE DWARF QUESTIONNAIRE

Last issue we published our third *White Dwarf* questionnaire to check on readers' likes, dislikes and suggestions. Responses flowed in, and we thank you all for your replies and suggestions. Here are the results:

1. Give ratings out of 10 for the following departmental features:

a) FIEND FACTORY	7.5
b) STARBASE	6.8
c) TREASURE CHEST	7.6
d) OPEN BOX	7.8
e) CHARACTER CONJURING	6.4
f) NEWS	7.1
g) LETTERS	6.6
h) CLUBS & HELP!	6.3

2. What other game system would you like featured on a departmental basis?

NO OTHER SYSTEM	36%
RUNEQUEST	17%
CHIVALRY & SORCERY	12%
OTHER (Each 10% or less.)	35%

3. What was the best article you have read in *White Dwarf?*

FIRST
The Dungeon Architect by Roger Musson
EQUAL SECOND
An Introduction to Dungeons & Dragons by Lewis Pulsipher
Expanding Universe by Andy Slack
EQUAL FOURTH
The Magic Brush by Shaun Fuller
Backdrop of Stars by Andy Slack

4. What topics or subjects would you like to read in future main articles? This is obviously difficult to quantify. In general, readers seem to want more coverage of *Dungeons & Dragons* and *Traveller;* advice to and ideas for games masters were also frequently asked for, especially with reference to setting up campaigns, city and wilderness adventures, and adapting material from other sources such as literature. Requests were also made for a comparison of lesser-known FRP systems with the main ones.

5. Give ratings out of ten for the standard of artwork: 8.1

6. Which has been the best *White Dwarf* cover up to now?

FIRST	Issue 23
SECOND	Issue 19
THIRD	Issue 17

7. Do you think it is worthwhile having a minigame or miniscenario each issue?

YES	92%
NO	8%

All those readers who differentiated between the two preferred miniscenarios to minigames.

8. Which has been the best minigame or miniscenario up to now?

FIRST
The Halls of Tizun Thane by Albie Fiore
SECOND
The Lair of Maldred the Mighty by Mark Byng
THIRD
Bar Room Brawl by Lewis Pulsipher
EQUAL FOURTH
The Lichway by Albie Fiore
The Sable Rose Affair by Bob McWilliams

9. Would you like *White Dwarf* to be published monthly?

YES	72%
CONDITIONALLY YES	15%
NO	13%

'Conditionally Yes' represents those readers who would only like the magazine to become monthly if the length and quality of articles could be maintained.

10. The thing I like about *White Dwarf* is:
The most common praises of *WD* were that it is a good source of ideas, that the quality and variety of the articles were good, and the scenarios were enjoyable. The coverage of fantasy/science fiction gaming in general is thought to be good, especially the coverage of *D&D.*

11. The thing I don't like about *White Dwarf* is:
The most common complaints about *WD* were that it is too short, doesn't come out often enough, has too many advertisements, and concentrates too much on *D&D* and *Traveller.* Readers feel the magazine should also be more serious in content.

12. The thing I would like to see in *White Dwarf* is:
Despite complaints about too much *D&D* and *Traveller,* many readers want more of both. More scenarios, more advice to and ideas for games masters, and a wider range of games covered were also frequently asked for. Less frequently, a Questions & Answers page, a cartoon strip, and coverage of *RuneQuest* were requested.

13. My three favourite games are (in order of priority):
Here we have used a points system whereby a game scored 3 points for being someone's first choice, 2 for being a second choice, and 1 for being a third choice. Five games scored more than 25 points:

DUNGEONS & DRAGONS	420
TRAVELLER	159
RUNEQUEST	54
CHIVALRY & SORCERY	41
SPACE OPERA	28

14. My age is:
Replies range from 11 years to 40 years old; the most common age is 16, and the average age is 19.7.

15. The first issue of *White Dwarf* I bought was number:

ISSUE 1	18%
ISSUE 15	14%
ISSUE 16	11%
OTHER (Each 10% or less.)	57%

Creature Quiz

So you thought you knew everything there was to know about SF/F games? Well, surprisingly few readers answered all the questions correctly although many got over 90% correct. However, the first three correct entries drawn were from Kathy George, Ian Curtis and Graham Rawlings who each receive a free year's subscription to *White Dwarf.* For those who failed, this is where you went wrong:

1.
(a) WARP *WAR*
(b) SHOOTING *STARS*
(c) *SNIT'S* REVENGE
(d) STELLAR *CONQUEST*
(e) VALKENBURG *CASTLE*
(f) *DARK* NEBULA
(g) *SORCERER'S* CAVE
(h) ATTACK OF THE *MUTANTS*
(i) ICE *WAR*
(j) CAVERNS *DEEP*

2.
(a) SWASHBUCKLER
(b) VALLEY OF THE FOUR WINDS
(c) SWORDQUEST
(d) DUNE
(e) ELRIC
(f) MYTHOLOGY
(g) HAMMER OF THOR
(h) ASTEROID
(i) DIVINE RIGHT
(j) COSMIC ENCOUNTER

3.
(a) FANTASY GAMES UNLIMITED
(b) SIMULATIONS PUBLICATIONS INC
(c) PHOENIX GAMES
(d) CHAOSIUM
(e) JUDGES GUILD
(f) AVALON HILL
(g) TSR HOBBIES INC
(h) CITADEL MINIATURES
(i) GAMES WORKSHOP LTD
(j) YAQUINTO PUBLICATIONS
(k) ARIEL (PHILMAR)

4.
(a) APOCALYPSE
(b) BLOODTREE REBELLION
(c) SNAPSHOT
(d) DOCTOR WHO
(e) INTRUDER
(f) MAYDAY
(g) RIVETS
(h) KNIGHTS OF CAMELOT
(i) DARKOVER
(j) MAGIC REALM

5.
(a) RUNEQUEST – CHONCHON
(b) AD&D – AXE BEAK
(c) TRAVELLER – ASLAN
(d) THE FANTASY TRIP – OCTOPUS OF CIDRI
(e) GAMMA WORLD – HOOP

I used to be a Lawful Cleric until I discovered WINE OF DRUNKENNESS

MIDGARDIAN

NEWS

Dungeon Edition 5sp.

WHITE DWARF PIPPED

by our Original Correspondent

At a gala ceremony in San Mateo, California, the Origins Awards for 1980 were presented by the Academy of Adventure Gaming Arts and Design. Many celebrities were in attendance: Greg Stafford, the West Coast berserker of *Chaosium*; Marc Miller, the Imperial Ambassador from *GDW*, and many more. For the first time, White Dwarf featured in the voting for the Origins Awards. Unfortunately, there were not enough US followers of the mighty micromorph to push him into the top places in the vote. The eventual winner in the 'Best Professional Magazine covering Role-Playing' category was *Journal of the Travellers' Aid Society*. The other H. G. Wells Awards for Outstanding Achievement in Miniatures & Role-Playing Games, 1980 were: *Ral Partha Condotierre* — 'Best Historical Figures Series'; *Ral Partha Personalities* — 'Best Fantasy or SF Figure Series'; *GHQ Micro-Armour* — 'Best Vehicular Model Series'; *Tacforce* (*GDW*) — 'Best Miniatures Rules'; *Dragonquest* (*SPI*) — 'Best Role-Playing Rules'; *Twilight's Peak* (*GDW*) — 'Best Role-Playing Adventure'; *The Courier* — 'Best Professional Magazine covering Miniature'; *WRG Renaissance Rules* (*WRG*) — 'All Time Best Pre-Napoleonic, Gunpowder Miniatures Rules'; *Basic/Advanced Fighter Combat (Zocchi)* — 'All Time Best Air Combat Miniatures Rules'. The Charles Roberts Awards for Outstanding Achievement in Boardgaming, 1980, went to: *Empires of the Middle Ages* (*SPI*) — 'Best Pre-20th Century Boardgame'; *Crescendo of Doom* (*Avalon Hill*) — 'Best 20th Century Boardgame'; *Azhanti High Lightning* (*GDW*) — 'Best Fantasy or SF Boardgame'; *Temple of Apshai* (*Automated Simulations*) — 'Best Computer Game'; *Streets of Stalingrad* (*Phoenix*) — 'Best Initial Release of Boardgame'; *Fire & Movement* — 'Best Professional Magazine covering Boardgames'; and *HMS Review* — 'Best Amateur Magazine covering the Hobby in General. E. Gary Gygax was awarded membership of the 'Adventure Gaming Hall of Fame', and the Special Combined H. G. Wells and Charles Roberts Award for the Gamers Choice of 1980 went to *Ace of Aces*, the high-flying game from *Nova*.

SMALL IS BOUNTIFUL
by our Small Affairs Correspondent

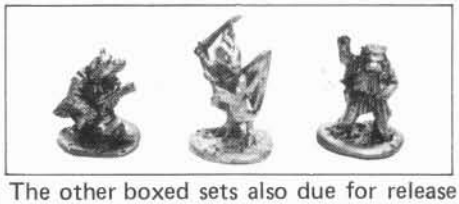
Minis are all the rage at the moment as even more companies bring out games the size of a kobold's lunchpack. *TSR* will soon be releasing 4 minigames: *Vampyre; Revolt on Antares; They've Invaded Pleasantville* and *Saga*. From *Metagaming comes A Fistful of Turkeys* — a Clint Eastwood-type spoof, plus four all new *Metagames*: *Command at Sea; The Air Eaters Strike Back; Hitler's War;* and *Trojan War* with 11 scenarios straight from the Iliad. *Heritage* a company known for their miniature figures has also decided to produce miniature games. Their first in the *Dwarfstar* range are: *The Barbarian Prince* (not dissimilar to *The Barbarian* of *White Dwarf* fame); *Demonlords; Outpost Gamma* and *Star Viking*, a game of piracy in space.

Not to be outdone *Task Force Games*, who have been busy making some of their original *Pocket Games* into packet games, have taken time out to extend their original *Pocket Game* range with *Battlewagon*.

A new company, *Mayfair Games*, has also entered the mini-market with 5 new games: *I.C.B.M; The Castle; Richard the Lionheart; Space Empires* and *Transylvania*, a game of villagers vs vampire.

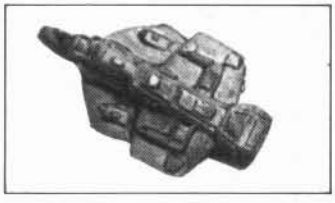
ALIEN INVASION

A report today confirmed that 20 aliens are on their way to earth. However, they will pose no threat to life as we know it, as they are 15mm high and are one of *Citadel's* approved for use with *Traveller* boxed sets of figures. Pictured here are (from left to right): *Vargr, Droyne* and an *Aslan* from *Set 5: Aliens*.



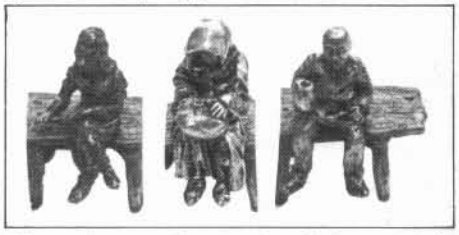
The other boxed sets also due for release soon are: *Set 1: Adventurers; Set 2: The Military; Set 3: Ship's Crew;* and *Set 4: Citizens*.

Spacecraft sighted recently in many hobby stores are in no way connected with the aliens. They are in fact new figures in *QT Models' Star Hounds* range. Pictured here is *SH3: Kestrel Interceptor Trainer*.



DRUNKEN

Rumours that these sightings were the figments of the imagination of the new drunken revellers from *Citadel's Fantasy Specials* range appear to be unfounded.



When photographed today (left to right), *FS65: Comely Wench; FS66: Mysterious Stranger* and *FS68: Grumpy Old Boozer* all seemed perfectly sober and relaxed.

NEW SECTOR

SECTOR CHARTED FOR FIRST TIME

Scientific sources today revealed that a previously uncharted sector of space has now been mapped and published by *Judges Guild*. The *Glimmerdrift Reaches* to trailing of the Imperium are now available to the general public and are approved for use with *Traveller*. Those of you wishing to journey there, could probably make use of some other approved play aids also from *JG* that are now available: namely, the *Navigator's Starcharts* — a campaign mapping aid, and *50 Starbases*. En route, travellers may wish to investigate the *Doom of the Singing Star, JG*'s latest scenario approved for use with *Traveller*, a massive work with 15mm deck plans.

Judges Guild have also released their first scenario for use with *Empire of the Petal Throne — Nightmare Maze of Jigresh* — as well as *Portals of Irontooth*, a scenario approved for use with *AD&D* that follows on from their previous *Portals of Torsh*.

MURDER

KILLER OUT SOON

A killer could soon be on the rampage in your area. *Steve Jackson Games* plan to release *Killer* in the near future. In this game, players attempt to 'kill' their friends with water pistols, rubber-suckered darts, pillows labelled '2 ton safe', and other innocuous means. The same company has also stated that they will not be responsible for unleashing *Vampire* as they have retitled this game *Undead*. (An unofficial source later claimed that this was because *TSR* are already developing a game called *Vampyre*.) As an additional safeguard, *Undead* will be accompanied by the release of some SF *Cardboard Heroes*, a move that has been approved for use with *Traveller*.

NEXT ISSUE

* **THE DUNGEON ARCHITECT PART 3** — The final part of this popular series.
* **THE IMPERIAL SECRET SERVICE** — A new *Traveller* career.
* **THE DUNGEON AT THE END OF THE UNIVERSE** — A sequel to *The DM's Guide to the Galaxy*.
* **INTRODUCTION TO D&D PART V** — Which examines characterisation and alignment.

CLASSIFIED

All classified ads must be prepaid at the rate of 5p per word. Please send copy and payment to White Dwarf, 1 Dalling Rd., London W6, making cheques/POs payable to Games Workshop Ltd.

For Sale
25mm fantasy/mediaeval figures. SAE for list. Williams, 29 Buttermere Rd, Sheffield.

Not Just Stamps
Are looking for someone to assist the proprietors in their new games shop. That someone will be a knowledgable games player, preferably with retail experience, although this is not essential. We want a dedicated worker committed enough to take the opportunity to grow with the company. The position is in High Wycombe. Please reply with CV and salary required to: Not Just Stamps, 6/8 Frogmore, High Wycombe, Bucks.

For Sale
2nd hand games and game aids by *Judges Guild, FGU,* etc. Unused figures by *Asgard, Minifigs* etc. All at ½ price or less. SAE for details, T Bottomley, 1 Oldfield Road, Bexley Heath, Kent.

For Sale F/SF
Large amount of Citadel Spacefarers for sale almost all the range over 630 figures. Mostly unpainted except for undercoat and a few that have been started. £60.00 the lot, inc p&p. Worth nearly £200.00. Also fantasy armies 25/15 mm. Goblin, orc and dwarf by Citadel, Ral Partha, Heritage and Jacobite Miniatures. £22.00 for 25 mm armies, inc p&p. Plus lots of other fantasy figures. For full list send large SAE to Mr S Russell, 21 High Street, Wingham, Nr Canterbury, Kent CT3 1AW.

Quasits & Quasars Fanzine
36 pages of *AD&D, RuneQuest, T&T, Traveller* and other stuff, including boardgame rules and counters. Why not try us out? Send 60p to Joyce Hulks, 54 Slimmons Drive, St Albans, Hertfordshire for issue 1 post free.

Sale
FRPG Rules including *D&D,* boardgames, and 25mm figures being disposed of by collector. SAE please to A Kells, 50 Montgomery House, Claremont Road, Seaforth, Liverpool L21 1AU.

Ringwraith's Shadow
The fanzine you've been looking for. No 1 contains: news; reviews of games and other fanzines; a guide to fantasy figures; a dungeon and new monsters. Excellent value at 40p. Available from Stuart Goldshaft, 30 Orchard Drive, Edgware, Middx.

Dark Star – The Traveller Microzine
Traveller news, reviews etc. and the *Travellers'* Contact Bureau. Price 20p + SAE. Send to: T Graver (DS), 69 Lakeside Road, London W14 0D2.

Job Vacancy
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HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D Preston
AD&D/D&D playing couple seek other players in the Preston area. We are also interested in trying other games, eg *Traveller.* Tel: Longton 617917.

Hemel Hempstead
Beginner to *AD&D* (age 20) willing to try any FRP games wishes to make contact with clubs, or individuals wishing to start campaign/club, around Hemel Hempstead. Please contact: Steve, 4 Chemes Court, Hemel Hempstead, Herts.

Players Wanted
Male/female, aged 16/17, interested in fantasy/SF literature and advanced FRP games (eg *RuneQuest, C&S).* Contact Paul Mason, 16 Cornrake Close, Sutton Coldfield, West Midlands B72 1HY (021-354 5003) or Richard Fax, 30 Grendon Drive, Sutton Coldfield, West Midlands (021-355 2446).

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Small parties of six are requested to take part. Ideas will be gratefully received. So send them to 32 Tumulus Road, Saltdean, Brighton BN2 8FS.

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Wanted
Second hand *Traveller* boxed set. Please contact Steve Kaul, 143 Gipsy Rd, Welling, Kent DA16 1HT quoting price.

AD&D Rochdale
New players and DM seek similar group or individuals to game with in the Greater Manchester area. Contact B Hammond, 111 Sentercroft, College Bank, Rochdale, Lancs.

Help
Phoenix II is wandering helplessly through Av-Kodar, any experience gratefully received. Only just heard of Glovers resurrection, Alan and Sally, 22, Nicholes Rd, Hounslow, London. Love from Yenti.

AD&D Boston
Would all DMs in the Boston area, or anybody interested in joining the Darkron campaign (*AD&D* with modifications), please contact me, Andrew King, 24 South Parade, Boston, Lincs. Tel: 65446, for an exchange of ideas, traps, dungeons, fanzines, etc.

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Help!
17 year old player of *D&D* would like to get in touch with players or clubs in the area. Contact: Paul Brook, 1 Forgewood Drive, Halton, Lancs. Tel: Halton 811426.

Waltham Forest
AD&D and novice *Traveller* player, 22, out of touch after 3 years away from London, wishes to contact anyone in Waltham Forest/Enfield areas interested in playing and/or swapping ideas. Write: Chris Malme, 35 Russell Road, Chingford, London EC4.

Wanted
Issues 1-14 of *White Dwarf,* I will pay good prices including p&p. So please contact Neil Gunn on Ipswich 53874 (0473) or write to Old Glebe House, Tuddenham, Ipswich, Suffolk.

Traveller in Harrowgate
Is there anybody in the Harrowgate or York areas interested in *Traveller; D&D; C&S;* willing to try *RuneQuest?* Also experienced in tabletop fantasy or SF. Contact Richard Hymes, 1 The Grove, Harrowgate, N. Yorks. 0423-68861.

Experienced Player
(Aged 20) wishes to join/contact any groups/players/DMs for *D&D* and other wargames in Mere (Wiltshire) area. Please contact Kim Harden on Mere 86088 or write to 1 Balmoor Close, Mere, Warminster, Wiltshire.

SF/F Canterbury
Wanted, any young aliens interested in playing *Traveller* or any other SF/F wargames in the Canterbury area. Please write: Adrian Gower, 101 Whitstable Road, Canterbury, Kent. Tel: Canterbury 68703 between 7.00pm and 10.00pm. Borag thungg earthlets!

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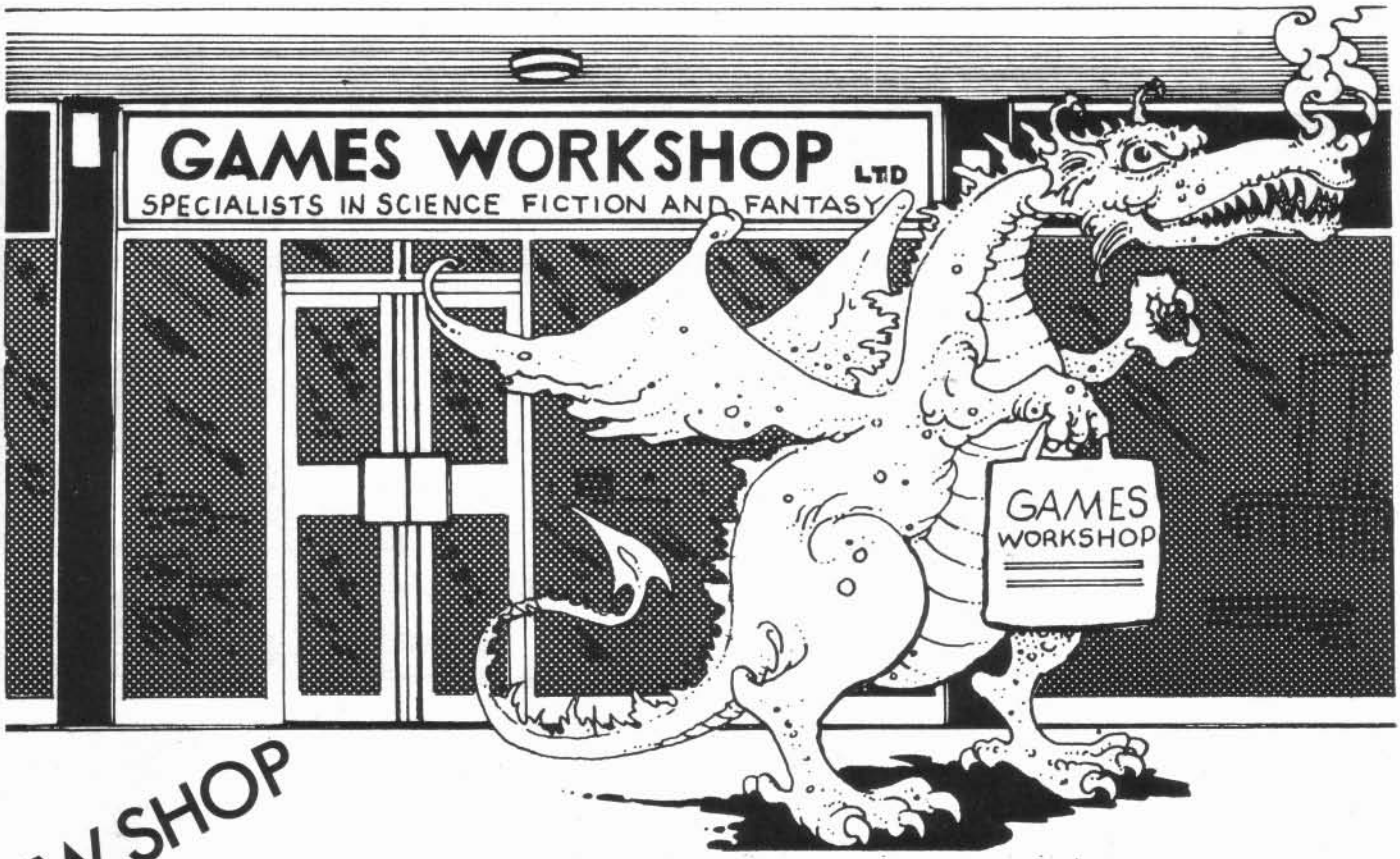

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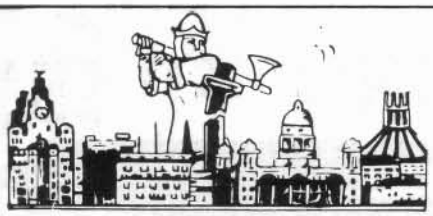

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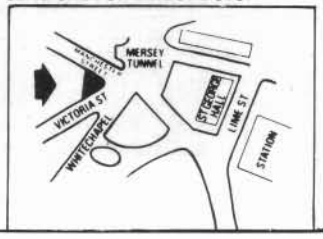

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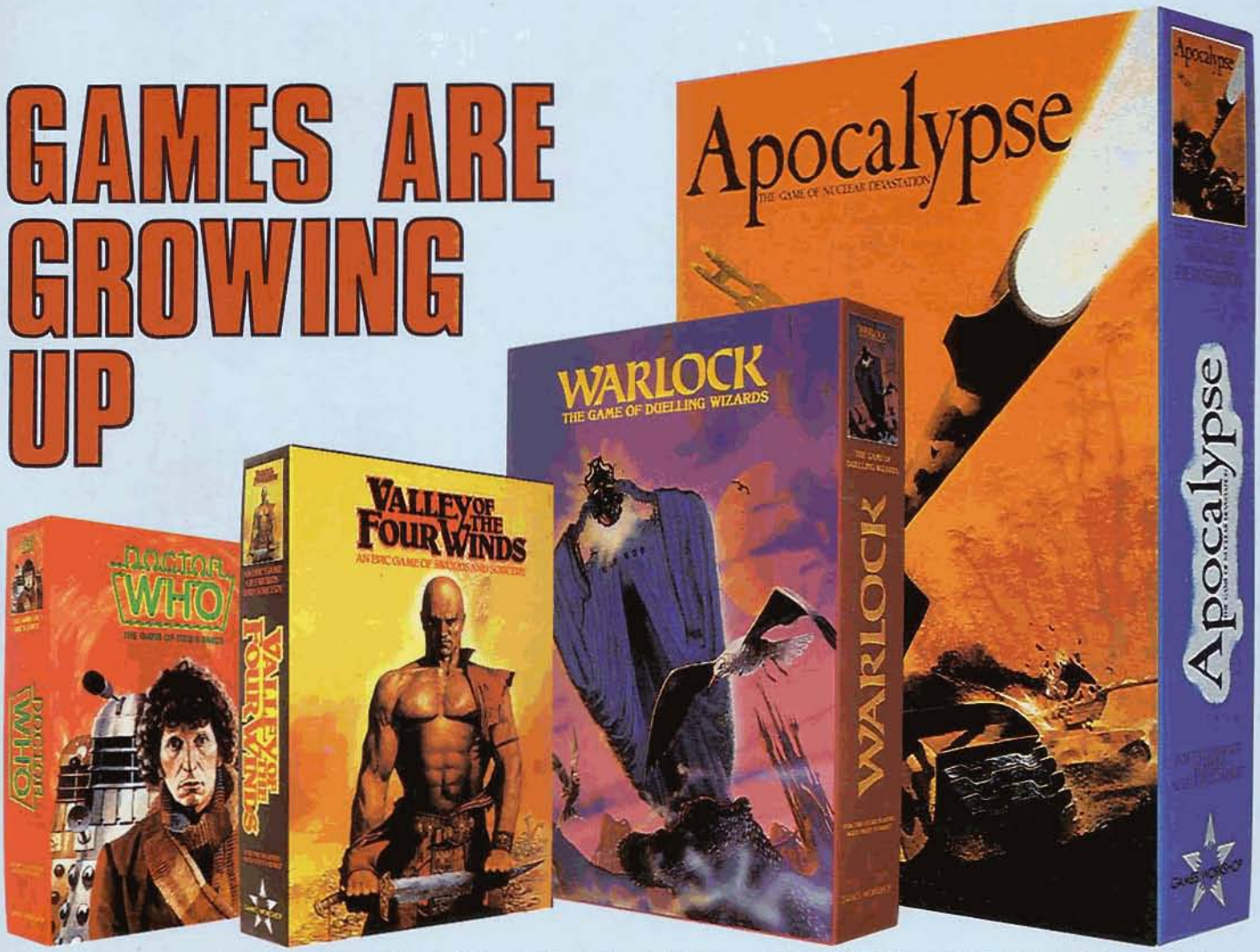

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